

Dr. Dobb's Journal

SOFTWARE TOOLS FOR ADVANCED PROGRAMMERS

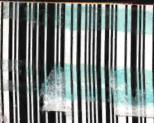
#110 DECEMBER 1985 \$2.95 (3.95 CANADA)

GEM, TopView and
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ProDOS, CP/M

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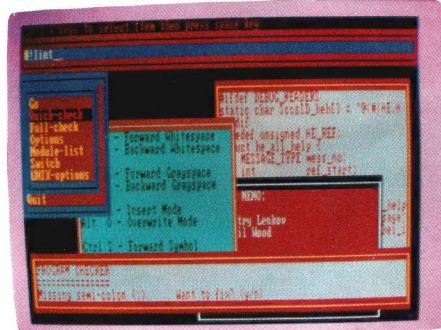
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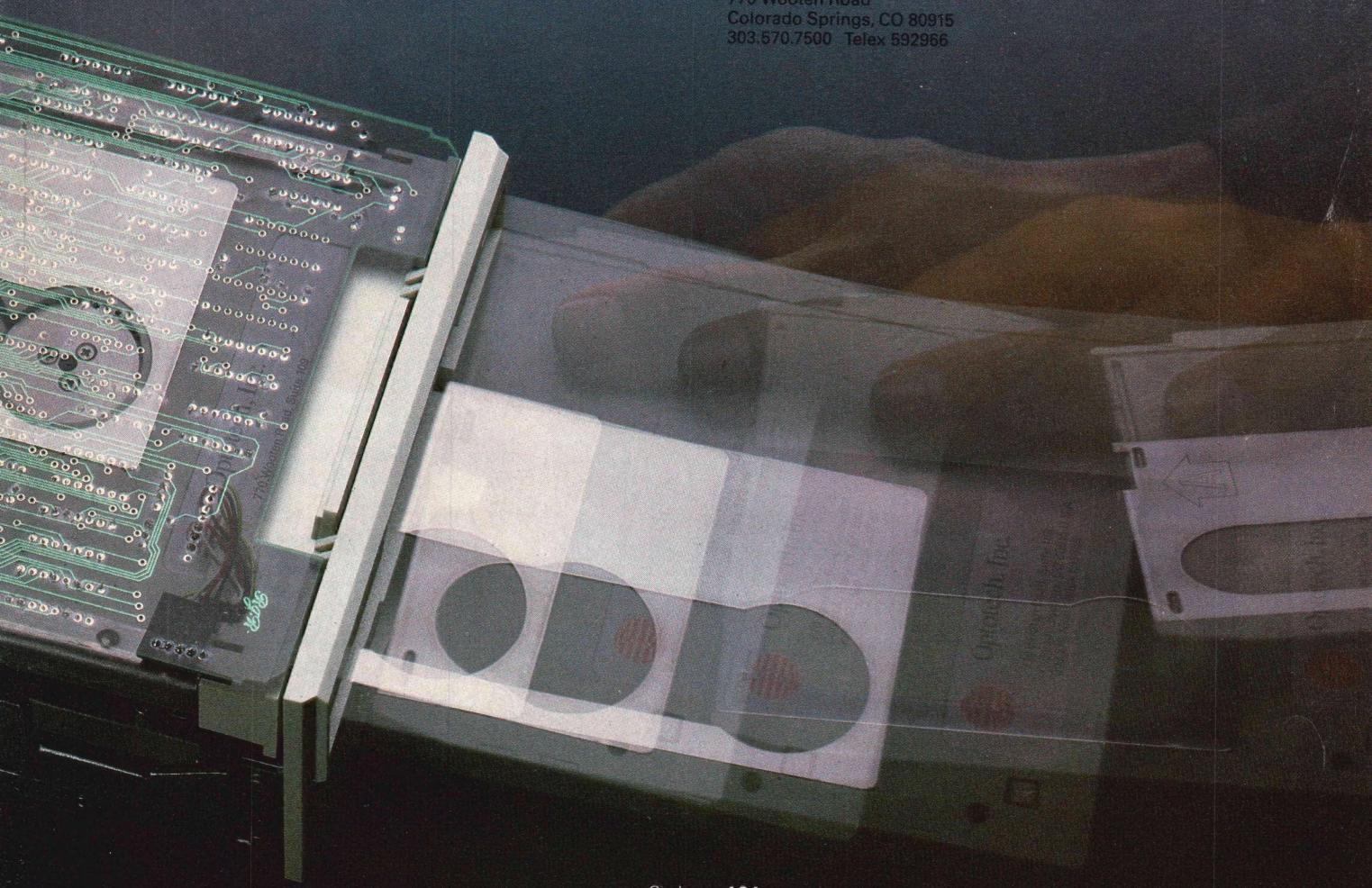
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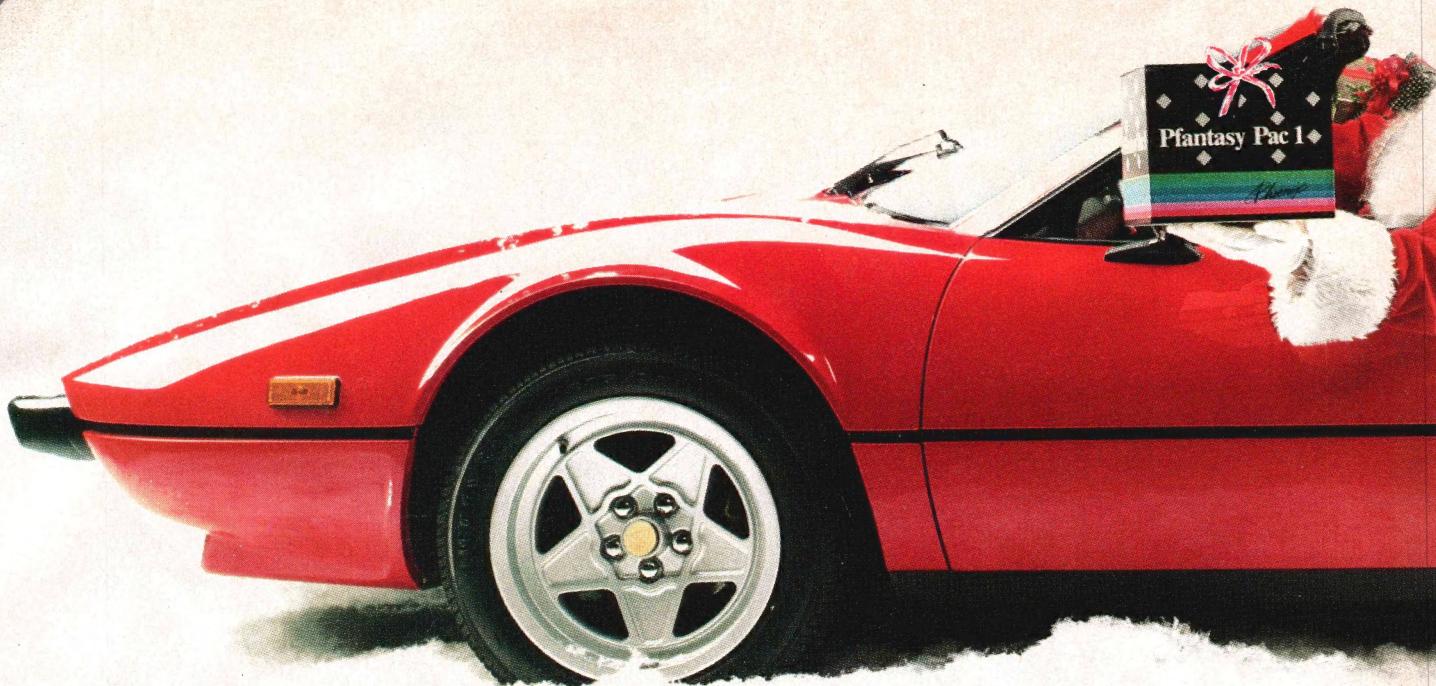
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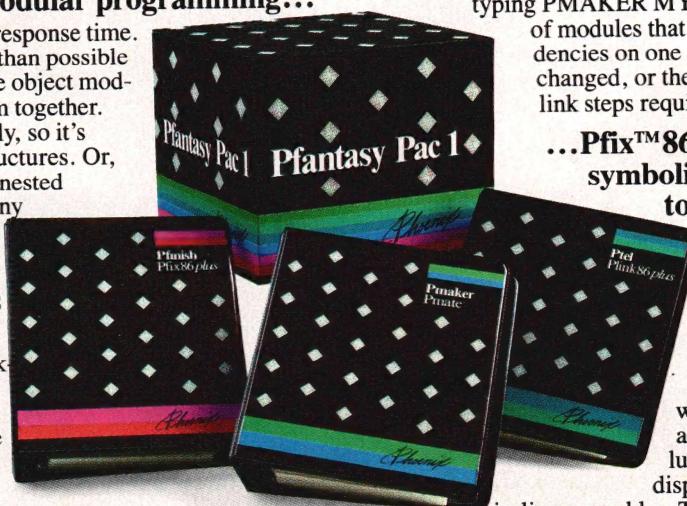
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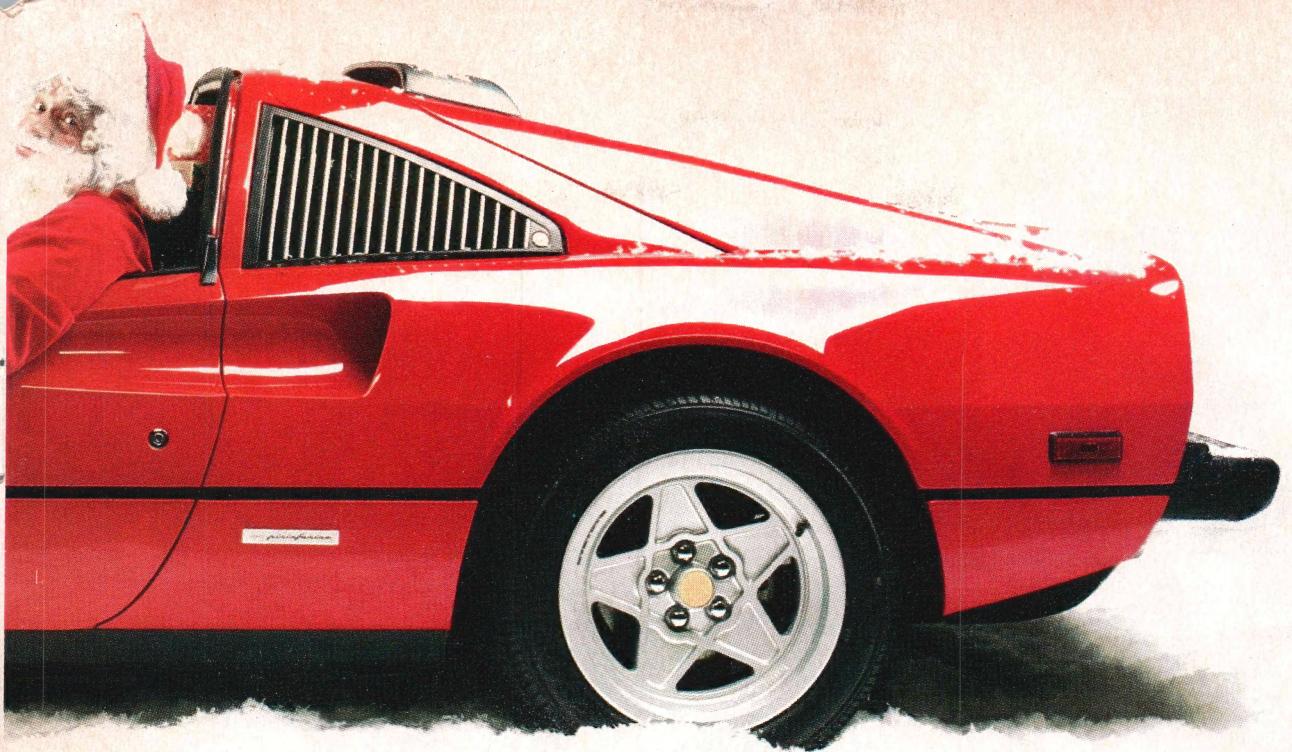
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December 1985
Volume 10, Issue 12

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In this Issue

This is our second annual operating systems issue. We've tried to present a variety of tools for extending the performance of several operating systems. We looked for techniques and programs that would make software development easier: a debugging tool, techniques for expanding the available memory for programs, a conditional instruction tool for CP/M-68K.

We also took a look at three commercial products that claim to extend the performance of the MS DOS operating system: DRI's GEM, IBM's Top-View, and Microsoft's Windows. We talked to developers of each product, asking what programmers need to know to develop applications compatible with these operating environments and why a programmer might want to do such a thing.

Look closely at the issue next month; it won't look quite the same. Our art director has introduced some changes inside and outside the magazine that we think you'll like.

We don't think you'll like hearing that Dr. Dobb's Clinic is closing with this issue. We don't like telling you. The resident intern, Dave Cortesi, has gone off to pursue interests having nothing to do with software. We'll miss Dave's gentle wit. We'd like to reopen the Clinic, but we haven't found anyone yet to fill Dave's shoes, and until we do, we won't.

Next month: 68000 programming.

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Laird Foshay, Publisher

Dr. Dobb's Journal

ARTICLES

Windowing Operating Environments
by Michael Swaine

BANKSWAP: A Banked Memory Debugging Tool for CP/M Plus
by Albert S. Woodhull

Adding a Copy Command to ProDOS
by Shawn Day

CP/M-68K Conditional Batch Processing
by Roger E. Donais

ProDOS and the RAM Disk
by Alfred Steele

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- 84** Here's how one programmer developed a RAM-disk driver for ProDOS. **Reader Ballot No. 196.**

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16-Bit Software Toolbox
by Ray Duncan

Mac Toolbox
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CP/M Exchange
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It's been a litigious autumn in the software industry. At press time, Apple had forced DRI into changing the GEM Desktop; Apple lawyers were eyeing Atari and Microsoft; and Atari, anxious to get its software into ROM, was reportedly ready to challenge Apple. Apple's contention that its copyright protected not only the expression of algorithms in code but also the visual expression of the desktop (and implicitly that it had invented that desktop) had yet to be tested in court.

Adapsco had been running ads attempting to educate software users about the criminal nature of unauthorized copying of software. Several software publishers had brought suit against customers to aid in the pedagogical process—all in reaction to a perceived loss of (potential) revenues and all very reminiscent of a campaign by the author of MITS BASIC a decade earlier. It wasn't a good tactic then to call your (potential) customers thieves and probably isn't now, but how are authors' and publishers' investments in software to be protected without alienating users?

Vault, a manufacturer of a copy-protection product, concluded that a Canadian company must have illegally disassembled Vault's code in order to produce its unlocking product; so Vault found a state in which it thought it could get a decision in its favor and sued. Vault lost, but one decision in a Louisiana court hardly dissipates the moral ambiguity that surrounds the entire copy-protection issue. Do we really want this escalating arms race between protectors and crackers?

The Vault case dealt with trade secrets. Copyright applies to works that are in some manner made public. No author of a book would object to someone analyzing his work in order to understand it—disassembling it, if you will. Trade secrets, on the other hand, are necessarily secret. Whom do trade secrets protect, and whom does copyright protect? Many software publishers treat the two protection methods as compatible, but does it really make sense that you can protect as a trade secret something protected under copyright law? As a book reviewer I could, under the fair-use interpretation of copyright law, excerpt and analyze a work of literature. Could I, as a software reviewer, disassemble and publish portions of commercial programs to show the workings of key algorithms?

These questions suggest, at the very least, that not everyone is of one mind regarding the protection of intellectual property. They also suggest something more alarming: that precedents are being set and opinions are being molded by bluster and threat, by cases that never come to court, and by venue-choosing ploys that take advantage of differing levels of understanding of the issues in different states. It shouldn't be that way.

You could do something about it. You probably know more about the issues than do most journalists, judges, or jurors. And I suspect you may have more empathy for the user than does the average software publisher, who often has stockholders to answer to. I urge you to make your expertise available to those making decisions with long-term implications. Educate lawyers and editors.

Become an expert witness for rational software law.

A handwritten signature in black ink that reads "Michael Swaine". The signature is fluid and cursive, with a distinct 'M' at the beginning.

Michael Swaine



The C for Microcomputers

PC-DOS, MS-DOS, CP/M-86, Macintosh, Amiga, Apple II, CP/M-80, Radio Shack, Commodore, XENIX, ROM, and Cross Development systems

MS-DOS, PC-DOS, CP/M-86, XENIX, 8086/80x86 ROM

Manx Aztec C86

"A compiler that has many strengths ... quite valuable for serious work."

Computer Language review, February 1985

Great Code: Manx Aztec C86 generates fast executing compact code. The benchmark results below are from a study conducted by Manx. The Dhrystone benchmark (CACM 10/84 27:10 p1018) measures performance for a systems software instruction mix. The results are without register variables. With register variables, Manx, Microsoft, and Mark Williams run proportionately faster. Lattice and Computer Innovations show no improvement.

| | Execution Time | Code Size | Compile/Link Time |
|----------------------------|----------------|-----------|-------------------|
| Dhrystone Benchmark | | | |
| Manx Aztec C86 3.3 | 34 secs | 5,760 | 93 secs |
| Microsoft C 3.0 | 34 secs | 7,146 | 119 secs |
| Optimized C86 2.20J | 53 secs | 11,009 | 172 secs |
| Mark Williams 2.0 | 56 secs | 12,980 | 113 secs |
| Lattice 2.14 | 89 secs | 20,404 | 117 secs |

Great Features: Manx Aztec C86 is bundled with a powerful array of well documented productivity tools, library routines and features.

Optimized C compiler Symbolic Debugger
 AS86 Macro Assembler LN86 Overlay Linker
 80186/80286 Support Librarian
 8087/80287 Sensing Lib Profiler
 Extensive UNIX Library DOS, Screen, & Graphics Lib
 Large Memory Model Intel Object Option
 Z (vi) Source Editor -c CP/M-86 Library -c
 ROM Support Package -c INTEL HEX Utility -c
 Library Source Code -c Mixed memory models -c
 MAKE, DIFF, and GREP -c Source Debugger -c
 One year of updates -c CP/M-86 Library -c

Manx offers two commercial development systems, Aztec C86-c and Aztec C86-d. Items marked -c are special features of the Aztec C86-c system.

Aztec C86-c Commercial System \$499
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Aztec C86-p Personal System \$199
Aztec C86-a Apprentice System \$49

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| | |
|------------------|---------------------|
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| PRE-C \$395 | Windows for C \$195 |
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| SunScreen \$99 | C Util Lib \$185 |
| PANEL \$295 | Plink-86 \$395 |

MACINTOSH, AMIGA, XENIX, CP/M-68K, 68k ROM

Manx Aztec C68k

"Library handling is very flexible ... documentation is excellent ... the shell a pleasure to work in ... blows away the competition for pure compile speed ... an excellent effort."

Computer Language review, April 1985

Aztec C68k is the most widely used commercial C compiler for the Macintosh. Its quality, performance, and completeness place Manx Aztec C68k in a position beyond comparison. It is available in several upgradable versions.

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|-------------------|---------------------------------|
| Optimized C | Creates Clickable Applications |
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| Overlay Linker | Easy Access to Mac Toolbox |
| Resource Compiler | UNIX Library Functions |
| Debuggers | Terminal Emulator (Source) |
| Librarian | Clear Detailed Documentation |
| Source Editor | C-Stuff Library |
| MacRAM Disk -c | UniTools (vi,make,diff,grep) -c |
| Library Source -c | One Year of Updates -c |

Items marked -c are available only in the Manx Aztec C68k-c system. Other features are in both the Aztec C86-d and Aztec C68k-c systems.

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| Aztec C68d-d Developer's System | \$299 |
| Aztec C68k-p Personal System | \$199 |
| C-tree database (source) | \$399 |
| AMIGA, CP/M-68k, 68k UNIX | call |

Apple II, Commodore, 65xx, 65C02 ROM

Manx Aztec C65

"The AZTEC C system is one of the finest software packages I have seen."

NIBBLE review, July 1984

A vast amount of business, consumer, and educational software is implemented in Manx Aztec C65. The quality and comprehensiveness of this system is competitive with 16 bit C systems. The system includes a full optimized C compiler, 6502 assembler, linkage editor, UNIX library, screen and graphics libraries, shell, and much more. The Apple II version runs under DOS 3.3, and ProDOS, Cross versions are available.

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HOSTS: VAX UNIX (\$3000), PDP-11 UNIX (\$2000), MS-DOS (\$750), CP/M (\$750), MACINTOSH (\$750), CP/M-68k (\$750), XENIX (\$750).

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Call Manx for information on cross development to the 68000, 65816, Amiga, C128, CP/M-68K, VRTX, and others.

CP/M, Radio Shack, 8080/8085/Z80 ROM

Manx Aztec CII

"I've had a lot of experience with different C compilers, but the Aztec C80 Compiler and Professional Development System is the best I've seen."

80-Micro, December, 1984, John B. Harrell III

| | |
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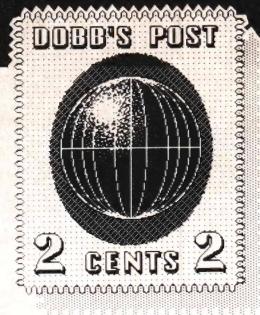
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**Small-C**Dear *DDJ*,

The Small-C problem reported by Gregor Owen (*Letters*, July 1985) has already been identified, fixed, and reported to Small-C users on my mailing list. It also appears in the "Small-C Update" article (*DDJ*, August 1985).

As it turns out, Owen's change does not address the real problem and introduces serious problems of its own. It is generally not a good idea simply to remove functions from a program even if they are referenced only once. Most programmers have reasons, other than the introduction of bugs, for placing even poorly documented functions in programs.

The function `result()` serves the vital role of causing the expression analyzer to note for binary operators whether or not the result is an address, and if so whether it is a character or integer address. Removing it will cause the analyzer always to assume the attributes of the left operand for the operator value. For example, "`addr1 - addr2`" should yield an integer result indicating the number of objects (bytes or words) between the two addresses. Without `result()`, Small-C will think it has another address, and that has ramifications for the further process of expression evaluation.

The real problem was that the analyzer was losing track of the attributes of the lvalue for `?=` operators when the right side evaluated to an address. The correction was to make `hier1()` (in CC31.C) remember two of the lvalue attributes for use at store time. This is done as follows:

1. define the local integer array `lval3[2]` after `lval2[8]`.
2. between "`if(k == 0) ...`" and "`"if(lval[1]) ..."` insert

- lval3[0] = lval[0];
- lval3[1] = lval[1];
3. change the call to `store()` to read
`store(lval3);`

Owen's change appeared to work because in his test case the error he introduced caused the compiler to sidestep the original problem. The troublesome statement was:

`1ptr += r - bytes`

where "`r`" was an integer and "`bytes`" was an array name (yields the array address). As mentioned above, the removal of `result()` would cause "`r - bytes`" to yield an integer result, thereby avoiding the original problem.

By the way, one might question the meaning of an integer minus an address. K&R point out on page 99 that such expressions are illegal.

Jim Hendrix
Rt. 1, Box 585
Oxford, MS 38655

Information Age IssuesDear *DDJ*,

Please continue publishing articles like Dean Gngle's "Information Age Issues" (June 1985). Such ethical issues are too important to leave in the hands of a systems designer.

I must, however, take issue with Gngle's comment that "no one is talking about our rights to access information that is *not* private and that was collected legally at taxpayers' expense. Census data and Library of Congress information come to mind."

Your readers should know that both the American Library Association Government Documents Round-table and the Special Libraries Association Government Relations Committee have indeed been talking

about it. In addition, the Joint Committee on Printing of the Congress, which oversees the Government Printing Office, has been very concerned that material produced in machine-readable form by Federal agencies has not been made available to the GPO for distribution to the public through the depository libraries because it is not "printed."

Librarians protested strongly the distribution of census data in microfiche-only format because such data is not readily accessible to the poor or illiterate. Distribution on magnetic tape is a great service to those who can afford to have the tapes processed but may harm those who depend on such data for distribution of entitlement program benefits.

Write to your representatives and urge them to support the efforts of the Joint Committee on Printing, the ALA, and SLA.

I'm not sure what Gngle is referring to by "Library of Congress information." He may be suffering from the misinformation provided by an episode of the television program "Whiz Kids" in which the elfin heroes broke into the Library of Congress computers and did a homework assignment. I doubt if there are any files at the LC, or anywhere else for that matter, that could produce the results obtained. In fact, the files at the LC are bibliographic, containing references to literature, but not full texts—at least not yet. Not only are these bibliographic files available to the public at the LC but they are available on magnetic tape to libraries and other institutions throughout the world. Many libraries located in this country access those records through OCLC, a bibliographic utility with over 11 million records. Some agencies do apparently try to hide

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their information from the public, but the Library of Congress certainly does not.

Bruce B. Cox
Documents Librarian and
Automation Committee
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C Compiler Review

Dear DDJ,
I read with great interest your August 1985 review of MS DOS C compilers. I have two comments I would like to interject into the debate.

First, regarding the review of the documentation—this is always a touchy area, being rather subjective

in impact—I am not convinced that a C compiler manual should include what is essentially a rehash of the standard K&R syntax chapters nor a rehash of the standard Unix manual's chapters 2 and 3. That is, unless a compiler and run-time library deviate from these accepted standards, I see no reason to repeat them. It only serves to confuse. As an example, I find the Lattice C documentation difficult to use because I generally expect it to be similar to the Unix manual. It isn't, and I always get lost trying to find something.

It is much better simply to include a "pointer" to the appropriate documentation with the caveat that any functions and/or syntactic notes in-

cluded in the product's manual imply a deviation from the norm. Sort of like a "search path" if you will. One uses the Unix and K&R manuals unless the product's manual overrides them.

Second, the authors did not include as a criterion of judgement the number of other products that support a particular compiler. For instance, although Lattice C does not necessarily produce the tightest code nor run the quickest, it is important that one can obtain interfaces to major products. The Oracle DBMS includes a host-language interface (HLI) to Lattice C, and a HLI to dBASE II and III can be obtained from Lattice. Such interfaces are of great significance, and in these systems the choice of compiler will hinge entirely upon that single criterion. It is better, in other words, to put up with slightly slower execution than to have to generate in house an entire nontrivial HLI.

Otherwise, I was pleased with the review—it was obviously a strong effort. It is gratifying to this C and Unix nut to see the wide interest in these tools for programmers.

Brian Jay Wu
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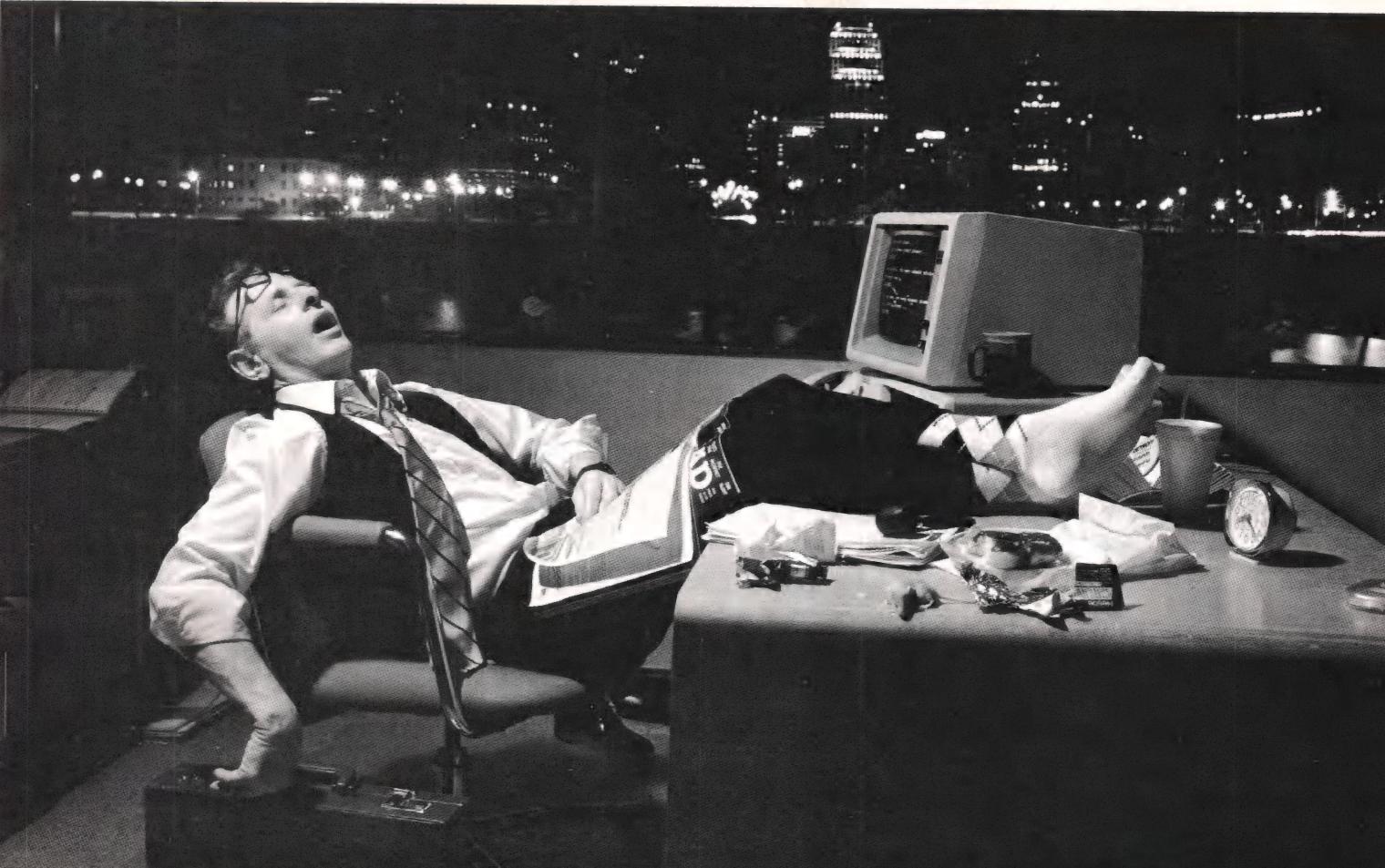
When I heard that your magazine was going to do a review of C compilers and interpreters, I couldn't wait to read it.

The cover for the August 1985 issue claims that the review of C compilers is definitive. I think the review is marginally useful and generally misleading. Information important to the potential user was omitted. A list of considerations relating to the usefulness of the various C compilers follows:

1. Good luck to anyone who purchases the Microsoft compiler Version 3.0 without a hard disk! The four passes of the compiler total 290K, the CL.EXE driver takes 27K, the linker takes 41K, and the libraries needed total at least 120K. Add it up and you get a whopping 478K.

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COMMAND.COM needs about 18K and a programmer's editor may need 100K or more. We haven't even started to include a debugger, assembler, other libraries, object modules, or header files. In general, it would be nice to know the amount of space needed by the compiler, libraries, linker, and other assorted software the compiler needs to run.

2. The object-module format of the compilers was not mentioned. Microsoft compatibility may be an important issue for some people, especially those who buy libraries.

3. The assembler that comes with the Mark Williams compiler does not use Intel mnemonics.

4. The review mentions that the large model for Lattice allows disabling of pointer range checking, which avoids a wraparound on a 64K boundary when doing pointer arithmetic. Nowhere was it mentioned how perilous such an undertaking can be on a project of any size!

5. Several of the compilers support in-line assembly, which is extremely useful. I did not see any mention of the DeSmet or DRI compilers sup-

porting that feature.

6. The DeSmet debugger, an excellent tool, wasn't even looked at!

7. The DeSmet compiler doesn't support the large memory model but does come with an overlay linker.

8. Although it can be useful to look at the size of the .EXE file produced by a compiler and linker, sometimes you want to know the sizes of the code and data produced by the compiler as well. Will the compiler tell you those statistics?

9. The reviewers didn't mention tradeoffs between compile/link time vs. speed of executable code (using an optimizer pass, for example).

10. The fact that Lattice and Computer Innovations automatically provide run-time stack-overflow checking was not mentioned.

I would like to have seen more of an attempt to separate out evaluations of the compilers from the associated libraries. I couldn't care less about the performance of libraries, since for applications that require speed and efficiency I write my own routines.

I have a second reason for writing. It seems to me that people deciding which compiler to choose might benefit from feedback from programmers actually using C compilers. Since C compilers are used in a wide variety of applications and environments under MS DOS, readers would likely get different kinds of information than a reviewer would provide. Why not allocate space for a running column where readers can sound off about their favorite compiler and give reasons why they like it?

If you readers like that idea, write to *DDJ* about the compiler you like to work with, mentioning aspects that haven't been covered. (*We would welcome this input.—Ed.*) Include your work environment (network, single-user, etc.); machine; any idiosyncrasies or work requirements on programming style; and why the compiler you work with is the greatest thing since *DDJ*.

Tom Hogan
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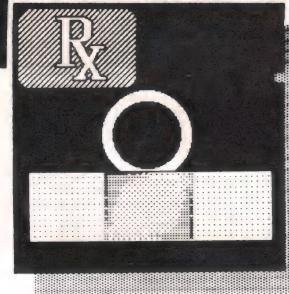
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by D. E. Cortesi

Clinic to Close

The Clinic opened for business in May 1981. Now, four and one half years later, career changes compel me to close it down. The landlord will soon install new and interesting enterprises on the premises, but I thought I'd use our last meeting to look back and say thanks.

Two things come to mind when I reflect on the column. The first is trivial: that damned editorial We. I can't say why I hobbled myself with that foolish affectation in the first column nor why I didn't drop it in the second, but I did and then I didn't and from then on I felt compelled to continue an established style.

The strongest impression I retain is of the quality of the *DDJ* readership. As originally conceived, this column was to be written mostly by its readers with the Intern editing and supplying continuity, like a radio talk show in slow motion. It never quite worked out; you readers never provided enough original material to make a column.

But you responded when your interest was caught—my goodness how you responded! I posed Don Taylor's highly abstruse problem in the mathematics of graphics and a dozen of you sent detailed, multipage discussions heavy with matrix notation. I put up David Ross's BASIC program and 20 of you sent line-by-line discussions of what it did and how to do it better. Although the column was never written by readers in the way originally planned, you did supply a lot of material, correct a lot of my mistakes, and lend me your enthusiasm over the years.

Many of those who wrote were made into co-columnists and quoted in the various issues by name. They are named once more, with the issues

they graced by their presence, in the following list. For every one of those mentioned there were often two, three, or a dozen more who had the same insight but wrote later or in a less quotable way. My personal thanks to all who wrote—it's been a privilege to associate with such a classy bunch. You folks keep up the good work, you hear?

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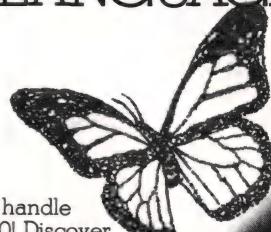
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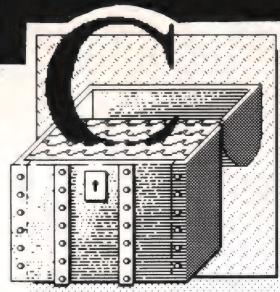
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A New Shell for MS DOS, Part 1: IBM Cursor Control and an Fgets that Edits

by Allen Holub



Back in March we presented a new root module for the CP/M-80 version of the Aztec C compiler. Since then, several people have written to say that the proper place for wildcard expansion, pipes, redirection, and the like is in the shell (i.e., the command interpreter), not in the C root module. There's no point in bloating the size of your programs when you don't have to. I sympathize with this attitude, but frankly, I don't want to write a new CCP for CP/M. Digital Research just makes this process too hard.

MS DOS, however, is another matter. The command interpreter, command.com, is just a program and can be replaced with any other program. Moreover, the DOS interface library provides much more in the way of system level functions than does CP/M. Most important, DOS Version 2 and higher supports an exec function that allows one program to load and execute a second program.

Because most of my gripes about MS DOS are really aimed at the behavior of command.com, it seemed to me that writing a new shell for MS DOS would be more productive than complaining for the rest of my life about the features I didn't have. C is, after all, a language remarkably well suited for writing operating systems. So, over the next few months we will look at a new shell for MS DOS.

I've implemented most of what I like about the Unix C and Bourne shells: command line wild card expansion, redirection, history, shell variables, a reasonable language for writing shell scripts (.bat files under MS DOS) and the lot. I've also taken the opportunity to add a couple of features that I've often wished were present in the Unix shells, such as an interactive command line editor.

String Routines

We'll start looking at the shell itself next month. This month we're going to look at several support routines. As usual, these are all designed to be useful in their own right. They make up five sets. The first three listings are routines for string manipulation. They are small, but useful. Next() (Listing One page 19) gets from a string the next object separated by a delimiter. Its calling syntax is:

```
char *next( linep, delim, esc )
char **linep;
int delim, esc;
```

Linep is the address of a pointer that points at the first character of the string to be processed. Delim is the delimiter that separates objects. Esc is an escape character. The routine skips leading white-space (a space or tab) and remembers the position of the first non-white character. It then looks for a delimiter not preceded by an escape character and replaces the delimiter with a '\0.' It returns a pointer to the remembered non-white character and it modifies *linep to point to the first character beyond where the delimiter used to be. It won't modify *linep to point past the end of the string. If delim is a white character, leading white space won't be skipped.

Listing Two (page 19) and Listing Three (page 19) are two routines for copying. Cpy(dest,src) is functionally the same as strcpy(). It copies the source string (src) to the destination string (dest). There is, however, one difference: whereas strcpy returns its first argument, cpy returns a pointer to the NULL at the end of the destination string. This allows us to add onto the destination string without first having to scan through the string

to find its end. The second copy routine is cptolower(dest,src). Cptolower works just like cpy(), except all uppercase characters are mapped to lower case as they are copied.

Moving the Cursor and Writing Characters

Listing Four (page 20) is a collection of low-level routines for cursor manipulation and character output for the IBM PC. These routines use direct ROM BIOS calls, and so are much faster than the usual output routines, which use the normal DOS functions¹. Moreover, they let you move the cursor around without having to install the ANSI.SYS driver, which is excruciatingly slow. IBM has been very good about maintaining the ROM BIOS interface over different versions of the operating system. As long as you access the BIOS via the correct interrupt mechanism, the routines are portable.

I've used the int86() function from Lattice to generate the system video interrupt. Microsoft C has an identical function, so these routines will port to Microsoft C without any problems. The dos() function printed in this column in July 1985 can also be modified quite easily to generate a video interrupt. Just replace the INT 21H instruction on line 68 with an INT 10H instruction.

Listing Four contains the following routines:

getpage()

This routine gets the currently active video page. When you are in text mode, several pages are available for writing, though only one is displayed at any given time. Getpage() returns the number of the page now being displayed. This information is needed by some of the other routines.

cursize(top, bot)

This routine adjusts the cursor size. Every character is represented on the display by a fixed number of scan lines. Cursize() causes the cursor to extend from the top scan line indicated to the bottom line indicated. For example, the standard monochrome display uses 14 lines numbered 0-13, the color adapter uses 8, numbered 0-7. So, on the color adapter, a normal underline cursor can be set up with the call cursize(6,7). You can make a large block cursor with the call cursize(0,7). Cursize(7,0) creates a two-part cursor, one line over the letter and a second line under the letter. Cursize(8,8) will make the cursor disappear.

```
posn = gcur(pagenum);
int pagenum;
short posn;
```

This routine returns the position of the cursor on the indicated video page. The position is returned in a single 16 bit short; the row number is in the top byte and the column number is in the bottom byte.

```
scur(posn, page)
short posn;
```

This modifies the cursor to rest at posn, which may be a value returned from gcur().

```
posn = getcur();
setcur(posn);
```

These routines work just like scur() and gcur() except that they access the page currently being displayed.

```
wchar(c)
int c;
```

This routine writes a single character to the screen. It is dramatically faster than putchar()—at least the one that comes with the Lattice compiler. Wchar() moves the cursor as it prints, just like putchar(). However, the only control codes it recognizes are carriage return (\r), line feed (\n), bell (\007), and backspace (\b), so don't expect it to expand tabs. Also, \n is not interpreted as a "newline," but as a line feed. That is, it will get you to the current column on the next line. Use \r to get to the left edge of the current line.

wstr(s, move)

```
char *s;
int move;
```

This routine prints an entire string to the screen. If move is true, the cursor ends up positioned just past the end of the printed string. Otherwise, the cursor remains over the first character of the string. Wstr() uses wchar() as its output function.

An Fgets() that Edits

Listing Five (page 20) is an editing input function. Let me point out at the start that this function is general purpose in nature, even though it's written specifically for an IBM PC. It's a relatively simple matter to modify the routines for any terminal that has an addressable cursor. The primary access routine in this module is

```
char *efgets(buf, maxline, fp)
char *buf;
int maxline;
FILE *fp;
```

This is functionally similar to

fgets(), though there are several major differences. First, a pointer to the end (instead of to the start) of the loaded buffer is returned on success. A NULL is still returned on end of file. Second, line continuation is supported. If a line ends with a backslash (\), the backslash is deleted and the line is concatenated with the next line. The major differences from fgets() are apparent when fp is set to stdin. In this case several interactive editing functions are supported:

- LEFT-CURSOR (hit the left cursor key) moves the cursor to the left without erasing anything.
- RIGHT-CURSOR moves the cursor to the right.
- ^LEFT-CURSOR (hold down the CTRL key and hit the left cursor key) positions the cursor at the beginning of the previous word.
- ^RIGHT-CURSOR positions the cursor at the beginning of the next word.
- HOME positions the cursor at home position on the current line. Home is

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defined as the position of the cursor when the routine was entered. For example, if the cursor was in column 5 when `efgets()` was called, `HOME` puts it back in column 5. In fact, in this example there's no way to get the cursor into columns 1–4 from `efgets`. If a line is continued with a `\<CR>` combination, the cursor is moved to the `HOME` position of the next line, not to the left edge of the screen.

- `END` positions the cursor just after the rightmost character on the line.
- `ESC` is for an abort. The buffer is cleared, but the characters on the screen are not erased. The routine re-

turns immediately. `-1` is returned when an `ESC` is encountered.

- `DEL` deletes the character on which the cursor is resting and closes up the rest of the line to fill the gap. (i.e., if you delete the `X` in the string "aaaaXoooo," you end up with "aaaaooooo" on the screen, rather than "aaaa oooo").
- `^H` is a destructive backspace. It moves the cursor left one space and then deletes that character, closing up the line to fill the gap.
- `^X` erases the entire line and clears the buffer. However, `efgets()` doesn't return.

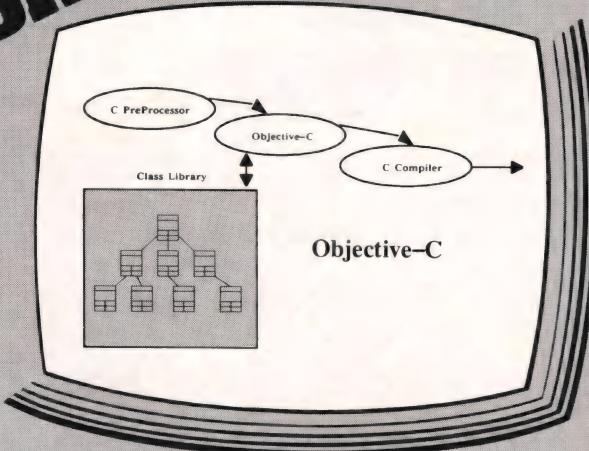
• `^M (CR)` or `Enter (LF)` positions the cursor at the left edge (not the home position) of the next line and cause `efgets()` to return to the caller. A pointer to the end of the buffer (to the `\0`) is returned on success, `NULL` on end of file.

Typing any printing character causes that character to be printed at the current cursor position and the cursor to move right one space. Typing anything else has no effect. The cursor is never allowed to go past the end of the buffer, as specified by the parameter `maxline` in the `efgets()` call. However, when in editing mode, the cursor is not allowed to go past the end of the current line, even if `maxline` is longer (the bell will ring if you try). In this case, you can get to the next line with a `\<CR>`, but you can't edit anything on the previous line.

Conclusion

So that's the beginning. Next month we'll add some more routines to the pile and incorporate them into a simple MS DOS shell. In the following month we'll add various capabilities to that shell.

[IBM PC readable versions of the listings for the entire shell and for MS DOS versions of various Unix utilities (e.g., `grep`, `ls`) will be made available through DDJ in the next couple of months. Watch this column for more details.—ed]



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Notes

¹ An excellent description of the IBM BIOS routines and how to use them is in *The Peter Norton Programmer's Guide to the IBM PC*, by Peter Norton (Bellevue: Microsoft Press: 1985).

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(Listing begins at right)

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C Chest (Text begins on page 16)

Listing One

```
1: /*      NEXT.C:      Skip to the next delimiter seperated object
2: *
3: */
4:
5: #define iswhite(c) ( (c) == ' ' || (c) == '\t' || (c) == '\n' )
6:
7:
8: char    *next( linep, delim, esc )
9: char    **linep;
10: {
11:     /* Linep is the address of a character pointer that points to
12:      * a string containing a series of delim seperated objects.
13:      * Next will return a pointer to the first non-white object in
14:      * *linep, replace the first delimiter it finds with a null, and
15:      * advance *linep to point past the null (provided that it's not
16:      * at end of string). Ø is returned when an empty string is passed
17:      * to next(). White space may be used as a delimiter but
18:      * in this case white space won't be skipped. A delimiter preceded
19:      * by "esc" is ignored. Quoted strings are copied verbatim.
20: */
21:
22:     register char    *start, *end ;
23:     int             inquote = 0;
24:
25:     if( !**linep )
26:         return Ø;
27:
28:     start = *linep;
29:
30:     if( !iswhite(delim) )
31:         for( ; iswhite(*start) ; start++ )
32:             ;
33:
34:     for( end = start; *end && (*end != delim || inquote) ; end++ )
35:     {
36:         if( *end == esc  &&  *(end+1) )
37:             end++;
38:
39:         else if( *end == '"' || *end == '\'' )
40:             inquote = ~inquote;
41:     }
42:
43:     if( *end )
44:         *end++ = '\Ø';
45:
46:     *linep = end;
47:     return start;
48: }
```

End Listing One

Listing Two

```
1: char    cptolower( dest, src )
2: char    *dest, *src;
3: {
4:     /*      Copy src to dest, mapping all upper case letters to lower
5:      *      case. src and dest may be the same.
6:      */
7:
8:     for( ; *src ; src++ )
9:         *dest++ = ('A' <= *src && *src <= 'Z')
10:            ? *src + ('a'-'A') : *src ;
11:     *dest = '\Ø' ;
12:     return dest ;
13: }
```

End Listing Two

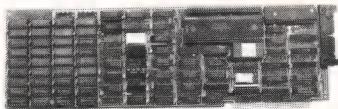
Listing Three

```
1: char    *cpy( dest, src )
2: char    *dest, *src;
3: {
4:     /*      Works like strcpy but returns a pointer to the new end
5:      *      of string (ie. to the null).
6:      */
7:
8:     while( *src )
9:         *dest++ = *src++ ;
10:
11:     *dest = Ø;
12:     return dest;
13: }
```

End Listing Three

(Listing Four begins on next page)

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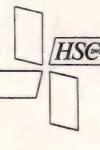
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C Chest (Listing continued, text begins on page 16)

Listing Four

```

1: #include <stdio.h>
2: #include "/lc/dos.h"
3:
4: /* VIDBIOS.C      Various cursor and i/o routine using
5: *                  the bios interrupts (see below for greater detail):
6: *
7: *                  Copyright (C) 1985 Allen I. Holub. All rights reserved.
8: *
9: * Externally accessible routines:
10: *
11: *     int    getpage ()           Get active video page #
12: *     void   cursize (top,bot)   Set cursor size
13: *     void   scur   (posn, page) short posn; Set cursor position
14: *     short  gcur   (pagenum)    Get cursor position
15: *     void   setcur  (posn) short posn; Set cur pos on current page
16: *     short  getcur  ()        Get cur pos from cur page
17: *     void   wchar   (c)        write a single character
18: *     wstr   wstr   (s, move) char *s; write a string
19: *
20: */
21:
22: #define VIDEO_INT    0x10    /* Video interrupt */
23:
24: #define CUR_SIZE     0x1      /* Set cursor size */
25: #define SET_POSN    0x2      /* Modify cursor posn */
26: #define READ_POSN   0x3      /* Read current cursor posn */
27: #define WRITE_TTY    0xe      /* Write character & move cursor */
28: #define GET_VMODE   0xf      /* Get current video mode & disp pg */
29:
30: /*-----*/
31:
32: static union REGS      Regs;
33:
34: /*-----*/
35:
36: int    getpage()
37: {
38:     /* Returns the currently active display page number
39:      */
40:
41:     Regs.h.ah = GET_VMODE;
42:     int86(VIDEO_INT, &Regs, &Regs);
43:
44:     return (int) Regs.h.bh;
45: }
46:
47: /*-----*/
48:
49: cursize( top_line, bot_line )
50: {
51:     /* Scan lines are numbered 0 at the top and 7 at the bottom.
52:      * if the two are reversed you'll get a 2 part cursor.
53:      * Top_line determines the position of the top scan line
54:      * of the cursor, bot_line is the bottom. A normal cursor
55:      * can be created with cursize(6,7). Cursize(0,7) will
56:      * fill the entire area occupied by a character. Cursize(0,1
57:      * will put a line over the character rather than under it.
58:      */
59:
60:     Regs.h.ch = top_line ;
61:     Regs.h.cl = bot_line ;
62:     Regs.h.ah = CUR_SIZE ;
63:     int86(VIDEO_INT, &Regs, &Regs);
64: }
65:
66: /*-----*/
67:
68: scur( posn, pagenum )
69: short  posn;
70: {
71:     /* Modify current cursor position. The top byte of "posn"
72:      * value holds the row, the bottom by the column.
73:      * Pagenum is the video page number.
74:      */
75:
76:     Regs.x.dx = posn ;
77:     Regs.h.bh = pagenum ;
78:     Regs.h.ah = SET_POSN ;
79:     int86(VIDEO_INT, &Regs, &Regs);
80: }
81:
82: short  gcur( pagenum )
83: {
84:     /* Get current cursor position. The top byte of the return
85:      * value holds the row, the bottom by the column.
86:      * Pagenum is the video page number.
87:      */
88:
89:     Regs.h.bh = pagenum ;
90:     Regs.h.ah = READ_POSN ;
91:     int86(VIDEO_INT, &Regs, &Regs);
92:
93:     return( Regs.x.dx );

```

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```

94: }
95: 
96: /*      Setcur and getcur work just like scur and gcur except that they
97: *      access the current video page.
98: */
99:
100: setcur( posn )
101: short    posn;
102: {
103:     scur( posn, getpage() );
104: }
105: short    getcur()
106: {
107:     return gcur( getpage() );
108: }
109:
110: /*-----*/
111:
112: wchar( c )
113: {
114:     /*      Write a character to the screen in TTY mode. Only normal
115:      *      printing characters, BS, BEL, CR and LF are recognized.
116:      *      The cursor is automatically advanced and lines will wrap.
117:      */
118:
119:     Regs.h.bl = 0;           /* Use current color */
120:     Regs.h.al = c;
121:     Regs.h.ah = WRITE_TTY ;
122:     int86( VIDEO_INT, &Regs, &Regs );
123: }
124:
125: wstr( str, move_cur )
126: char    *str;
127: {
128:     /*      Write a string to the screen in TTY mode. If move_cur is
129:      *      true the cursor is left at the end of string. If not
130:      *      the cursor will be restored to its original position
131:      *      (before the write).
132:      */
133:
134:     register short  posn;
135:
136:     if( !move_cur )
137:         posn = getcur();
138:
139:     while( *str )
140:     {
141:         Regs.h.bl = 0 ;
142:         Regs.h.al = *str++ ;
143:         Regs.h.ah = WRITE_TTY ;
144:         int86( VIDEO_INT, &Regs, &Regs );
145:     }
146:
147:     if( !move_cur )
148:         setcur( posn );
149: }
150:
151: /*-----*/
152: #ifdef DEBUG
153:
154: main()
155: {
156:     cursize( 0, 7 );
157:     wstr( "The large cursor should be on the 'T'", 0 );
158:     getchar();
159:
160:     cursize( 6, 7 );
161: }
162:
163: #endif

```

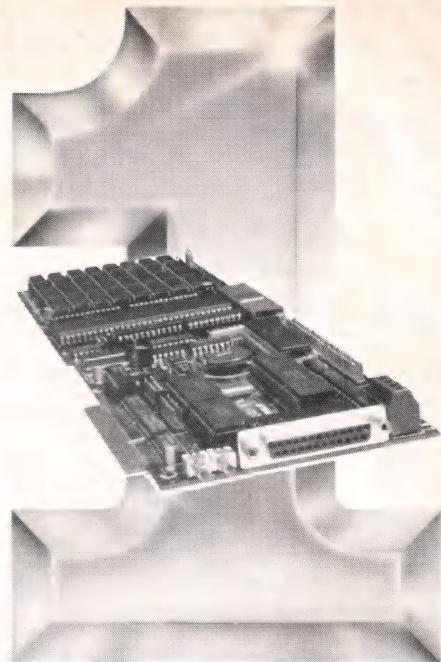
End Listing Four

Listing Five

```

1: #include <stdio.h>
2:
3: /*      EFGETS.C      An editing version of fgets. Recognizes \<CR>
4: *      line termination and supports editing when input
5: *      is from stdin.
6: *
7: *      Copyright (C) 1985 Allen I. Holub. All rights reserved.
8: *
9: *-----*/
10:
11: * Externally accessible routines:
12:
13: * void ptail (bp, end, move)      Print string from bp to end. Move
14: *                                cursor to end if move is true.
15: *      char *egets (start, bufsize)  Get a string from stdin w/ editing.
16: *                                get at most bufsize-1 chars.
17: *      char *getl (buf, maxline, fp) like fgets but returns pointer to
18: *                                end of input string on success.
19: *      char *efgets (buf, maxline, fp) like getl but uses egets for
20: *                                standard input rather than gets.

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C Chest (Listing continued, text begins on page 16) Listing Five

```

21: *
22: *          FILE *fp;
23: *          char *buf, *bp, *end;
24: *          int move, bufsize, maxline;
25: */
26:
27: extern int getpage ();      /* Sources in vidbios.c */          */
28: extern void setcur ();      /*                                         */          */
29: extern short getcur ();    /*                                         */          */
30: extern void wchar ();      /*                                         */          */
31: extern int dos ();         /* Part of the Lattice standard library */          */
32: extern void movemem ();    /*                                         */          */
33:
34: /* Values returned from DOS when cursor keys etc. are hit: */          */
35: */
36:
37: #define _LEFT      75
38: #define _RIGHT     77
39: #define _CTL_LEFT   115
40: #define _CTL_RIGHT  116
41: #define _INS       82
42: #define _DEL       83
43: #define _HOME      71
44: #define _END       79
45:
46: /* The above are mapped as follows by getkey */          */
47: */
48:
49: #define LEFT      0x80
50: #define RIGHT     0x81
51: #define CTL_LEFT   0x82
52: #define CTL_RIGHT  0x83
53: #define INS       0x84
54: #define DEL       0x85
55: #define HOME      0x86
56: #define END       0x87
57:
58: #define BDOS_IN    8 /* raw (non echo) input function */          */
59:
60: #define CNTL_C    0x03 /* ^C */          */
61: #define CNTL_Z    0x1a /* ^Z */          */
62: #define BEL      0x07 /* ^G */          */
63: #define ESC      0x1b /* ^[ */          */
64: #define CAN      0x18 /* ^X */          */
65:
66:
67: /*-----*/          */
68:
69: static int getkey()
70: {
71:     /* Return a key from the keyboard. Keys are gotten in raw
72:      * input mode and mapped as specified above if necessary.
73:      */
74:
75:     register int c;
76:     static int ateof = 0;
77:
78:     if( ateof )
79:         return EOF;
80:
81:     if( !(c = bdos(BDOS_IN)) ) /* Special function key */
82:     {
83:         switch( bdos(BDOS_IN) )
84:         {
85:             case _LEFT:           return( LEFT );
86:             case _RIGHT:          return( RIGHT );
87:             case _CTL_LEFT:       return( CTL_LEFT );
88:             case _CTL_RIGHT:      return( CTL_RIGHT );
89:             case _INS:            return( INS );
90:             case _DEL:             return( DEL );
91:             case _HOME:           return( HOME );
92:             case _END:             return( END );
93:             default:              return( NULL );
94:         }
95:
96:         else if( c == '\r' ) /* map ENTER key to '\n' */
97:         {
98:             return( '\n' );
99:         }
100:        else if( c == CNTL_C || c == CNTL_Z )
101:        {
102:            ateof = 1;
103:            return EOF;
104:        }
105:        else
106:            return c;
107:
108:    }
109: /*-----*/
110: /*-----*/
111: ptail( bp, end, move )

```

```

113: register char *bp, *end;
114: {
115:     /* Print out all characters between bp and end (inclusive)
116:      * without modifying the current cursor position. If move
117:      * is zero the cursor will not change position, otherwise
118:      * the cursor will be left pointing to the character
119:      * referenced by end.
120: */
121:
122:     register short posn;
123:
124:     if( !move )
125:         posn = getcur();
126:
127:     for( ; *bp && bp <= end; wchar(*bp++) )
128:     ;
129:
130:     if( !move )
131:         setcur( posn ); /* put cursor under first character */
132:     else
133:         wchar('\b'); /* put cursor under last character */
134: }
135:
136: /*-----*/
137:
138: char *egets( start, bufsize )
139: char *start;
140: {
141:     /* Get a string with editing. If bufsize is wider than your
142:      * screen, strange things will happen when you try to use
143:      * the editing functions. If you access this function
144:      * via fgetline() then it will input longer lines in 78
145:      * character chunks and \<CR> can be used to extend a line.
146: */
147:     /* ^H or BACKSPACE Destructive backspace, close up
148:      * remainder of string to fill hole.
149:      * LEFT CURSOR Non-destructive backspace
150:      * RIGHT CURSOR Move right one character.
151:      * ^LEFT CURSOR Left to previous word or line start
152:      * ^RIGHT CURSOR Right to next word or line end
153:      * HOME Left edge of line
154:      * END Right edge of line
155:      * CR or LF Terminate line.
156:      * ^X Erase entire line but don't return.
157:      * ESC Return a null string immediately.
158:      * DEL Delete a current cursor position and
159:      *       close up to fill hole.
160:      * Any printing character Enter that char at cursor posn
161:      * Anything else Ring the bell.
162:
163:      * The bell will also ring if you try to move the cursor
164:      * past either the left or right edges of the buffer.
165:      * Return a pointer to the end of string normally, return 0
166:      * on EOF and return -1 when ESC is encountered.
167: */
168:
169: register char *bp; /* Points at current cursor position */
170: register char *end; /* Points at largest possible cur pos. */
171: register char *maxbp; /* Points at rightmost char on line */
172: register int c; /* Current character. */
173: short home; /* place to remember the leftmost cursor
174:      * position. */
175: */
176:
177: end = start + (bufsize-1);
178: *end-- = '\0';
179: bp = start;
180: maxbp = start;
181:
182: /* Fill the entire buffer with spaces */
183: */
184:
185: home = getcur(); /* Get the current cursor */
186: /* position. */
187:
188: if( *bp ) /* If the buffer isn't empty */
189: {
190:     while( *bp ) /* print out its contents */
191:         wchar( *bp++ ); /* and set maxbp to point */
192:             /* at the previous end of */
193:             maxbp = bp; /* string. */
194:             setcur( home );
195: }
196:
197: for( ; bp <= end; *bp++ = ' ' ) /* and then fill the rest */
198:     ; /* of it with spaces. */
199:
200: bp = start;
201:
202: /* bp points into the bufer at the current cursor location.
203:   * end points at the rightmost place that the cursor movement
204:   * commands can get us. There is actually one more place
205:   * in the buffer. Get the line:
206: */
207:
208: while( (c = getkey()) != '\n' && c != EOF )
209: {
210:     switch( c )

```



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C Chest (Listing continued, text begins on page 16)

Listing Five

```

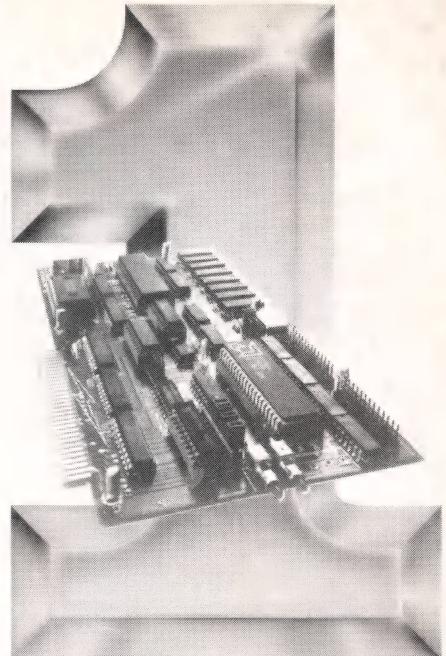
211:           {                                     /* Non-destructive backspace */
212:             case LEFT:                         /* Non-destructive backspace */
213:               if( bp > start )
214:                 {
215:                   wchar( '\b' );
216:                   --bp;
217:                   break;
218:                 }
219:               wchar( BEL );
220:               break;
221:             }
222:           }
223:           }
224:           case '\b':                           /* Destructive backspace */
225:             if( bp <= start )
226:               {
227:                   wchar( BEL );
228:                   break;
229:                 }
230:               wchar( '\b' );
231:               --bp;
232:             }
233:             }
234:             }
235:             /* fall through to delete case */
236:           }
237:           case DEL:                            /* Delete character and close up */
238:             if( bp >= maxbp )                  /* nothing to delete */
239:               break;
240:             movmem( bp+1, bp, maxbp-bp );
241:             *maxbp = ' ';
242:             ptail( bp, maxbp-- , 0 );
243:             break;
244:           }
245:           case CTL_LEFT:                      /* Cursor to start of previous word */
246:             if( bp > start )
247:               {
248:                   do {
249:                       --bp;
250:                       wchar( '\b' );
251:                     }
252:                   while( bp > start && *bp == ' ' );
253:                   while( bp > start && *bp != ' ' )
254:                     {
255:                         --bp;
256:                         wchar( '\b' );
257:                       }
258:                       if( *bp == ' ' )
259:                         wchar( *bp++ );
260:                         break;
261:                       }
262:                       wchar( BEL );
263:                       break;
264:                     }
265:                     case HOME:                          /* Cursor to left extreme */
266:                       bp = start ;
267:                       setcur( home );
268:                       break;
269:                     }
270:                     case ESC:                            /* Erase entire line and return */
271:                       *start = '\r';
272:                       wchar( '\r' );
273:                       wchar( '\n' );
274:                       return -1 ;
275:                     }
276:                     case CAN:                            /* Erase entire line */
277:                       setcur( home );
278:                       for( bp = start; bp < maxbp; *bp++ = ' ' )
279:                         wchar( ' ' );
280:                         setcur( home );
281:                         maxbp = bp = start;
282:                         break;
283:                         case RIGHT:                         /* Cursor right one character */
284:                           wchar( ( bp < end ) ? *bp++ : BEL );
285:                           break;
286:                         case CTL_RIGHT:                      /* Advance to next word */
287:                           while( bp < maxbp && *bp != ' ' )
288:                             wchar( *bp++ );
289:                             while( bp < maxbp && *bp == ' ' )
290:                               }
291:                               }
292:                               }
293:                               }
294:                               }
295:                               }
296:                               }
297:                               }
298:                               }
299:                               }
300:                               }
301:                               }
302:                               }

```

```

303:             wchar( *bp++ );
304:
305:             break;
306:
307:         case END:           /* Go to right extremity */
308:
309:             if( bp < maxbp )
310:             {
311:                 ptail( bp, maxbp, 1 );
312:                 bp = maxbp ;
313:             }
314:             break;
315:
316:         default:
317:             /* If we aren't at the right-most extreme
318:              * of the buffer, move the tail over to
319:              * make room for the current character,
320:              * else just print it.
321:             */
322:
323:             if( bp <= end && (' ' <= c && c < 0x7f) )
324:             {
325:                 if( bp < maxbp )
326:                 {
327:                     if( maxbp < end )
328:                         maxbp++;
329:
330:                     movmem( bp, bp+1, end-bp );
331:                     ptail( bp, maxbp, 0 );
332:                 }
333:
334:                 wchar( c );
335:
336:                 if( bp < end )
337:                     *bp++ = c;
338:                 else
339:                     {
340:                         /* we're at the */
341:                         wchar( '\b' ); /* right margin */
342:                         wchar( BEL ); /* back up and */
343:                         *bp = c; /* ring the bell */
344:                     }
345:
346:                 if( bp > maxbp )
347:                     maxbp = bp;
348:
349:                 break;
350:
351:             }
352:
353:         }
354:
355:         /* Delete trailing whitespace, terminate the string, go
356:          * to the next line, and return EOF if we're at end of
357:          * file, the end pointer otherwise.
358:         */
359:
360:         for( ; *end == ' ' && end >= start ; --end )
361:             ;
362:
363:             *++end = '\0';
364:             wchar( '\r' );
365:             wchar( '\n' );
366:
367:             return( c == EOF && start == end ) ? NULL : end ;
368:     }
369:
370: /***** */
371:
372: char    *getl( buf, maxlen, fp )
373: char    *buf;
374: FILE   *fp;
375: {
376:     /* Works exactly like fgets but returns a pointer to the
377:      * end of the string on success.
378:      */
379:
380:     register int    c;
381:     register char   *bp = buf;
382:
383:     while( (c = fgetc(fp)) != EOF && c != '\n' && --maxline > 0 )
384:         *bp++ = c;
385:
386:     *bp = '\0' ;
387:
388:     return( (c == EOF && bp == buf) ? NULL : bp );
389: }
390:
391: /***** */
392:
393: char    *efgets( buf, maxlen, fp )
394: char    *buf ;
395: FILE   *fp ;
396: {
397:     /* An editing version of fgets.
398:      * Works like fgets but recognizes a back-slash at end of line
399:      * if fp is stdin then raw i/o is used and various editing
400:      * functions are enabled (see egets for details). A pointer

```



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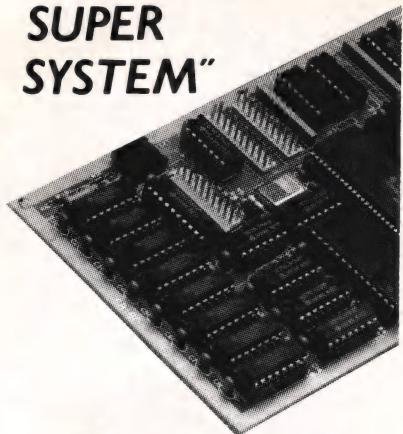


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C Chest (Listing continued, text begins on page 16) Listing Five

```
401: *      to the end of the input string is returned on success or
402: *      NULL on end of file.
403:
404:
405: register char  *bp, *start = buf ;
406: int           linelen, col;
407:
408: if( fp == stdin )
409: {
410:     /* linelen is the amount of space left on the
411:      * current input line. Col is the column component
412:      * of the current cursor position.
413:      */
414:
415:     linelen = 80 - (col = getcur() & 0xff);
416:
417:     while(1)
418:     {
419:         bp = (fp == stdin) ? egets( buf, min(linelen, maxline) )
420:                           : getl( buf, maxline, fp );
421:
422:         /*
423:          If egets() found and ESC (bp == -1) or we've
424:          hit end of file (lbp) or we've seen a
425:          blank line (bp == buf) the last character on the
426:          line isn't a \, break; Note that in the first
427:          case we erase then entire buffer.
428:          */
429:
430:         if( bp == -1 )
431:         {
432:             *(bp = start) = '\0';
433:             break;
434:         }
435:
436:         else if( lbp || bp <= buf || *(bp-1) != '\\\\' )
437:             break;
438:
439:         /*
440:          Adjust maxline to compensate for the characters
441:          already gotten and decrement bp so that we'll
442:          overwrite the \ on the next pass. Then, if
443:          we're getting input from stdin, position the
444:          cursor in its original column but on the current
445:          line.
446:          */
447:
448:         maxline -= (--bp - buf);
449:         buf     = bp;
450:
451:         if( fp == stdin )
452:             setcur( (getcur() & ~0xff) | col );
453:
454:         return( bp );
455:     }
456:
457: /*****
458:
459: #ifdef DEBUG
460:
461: main()
462: {
463:     static char buf[80];
464:
465:     printf("      1      2      3      4\n");
466:     printf(" 1234567890123456789012345678901234567890\n");
467:     printf("  ");
468:
469:     while( egets(buf, 40, stdin) > 0 )
470:     {
471:         printf(" %s<---\n", buf );
472:         printf("      1      2      3      4\n");
473:         printf(" 1234567890123456789012345678901234567890\n");
474:         printf("  ");
475:         *buf = '\0';
476:     }
477: }
478:
479: #endif
```

End Listings

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Windowing Operating Environments

TopView, GEM,
and Windows

by Michael Swaine

***What's really going on inside GEM,
beneath TopView, behind Windows?***

It's a good thing Bill Gates isn't thin-skinned. Otherwise he might take offense at the way so many programmers are spending so much time enhancing, augmenting, bypassing, subverting, taming, masking, and hiding MS DOS. And now Microsoft is getting into the act with Windows. This article examines Windows and two other "windowing, multitasking programming environments" for MS or PC DOS machines: IBM's TopView and DRI's GEM.

You could argue that the seeds were planted by no less a gardener than the Jolly Blue Giant when IBM released its PC with no operating system but with three operating system options: PC (a.k.a. MS) DOS; CP/M-86; and Sof-Tech's UCSD p-System. Although IBM's subsequent pricing strategy strongly hinted that PC DOS was the PC's DOS, the other operating systems never entirely took the hint and went away. Nor did they even get humble: Consider NCI's recent ads for its p-System that announce a new release for the whole PC family (except for jr, whom the family never mentions). The ads, directed at programmers, suggest that with the p-System you can have compatibility with the operating system that your customers, in their ignorance, want (DOS), but can still work in a good programming environment (not DOS).

Although there were precursors, DRI should probably get the credit for bringing concurrent processing to personal computers with its concurrent version of CP/M. It soon became clear to DRI that to sell concurrency on IBM PCs it had to develop a concurrent PC DOS, acknowledging Microsoft's control of the PC operating system area. But DRI had raised the issue of concurrency on a single-user computer.

After DRI opened the concurrency window, there came the pop-ups, an undisciplined horde of dwarf programs that demonstrated even to ordinary mortals the benefits of some approximation of concurrency. They presented object lessons in the hazards of operating system anarchy as well. It was cute when Eastman Kodak put a package under the tree labeled "Open me first"; it was less appealing to confront a dozen software packages all clamoring "Load me first."

What allowed pop-ups to show off their concurrency was windows, an architectural feature opened by Xerox and polished by Apple. The success of the concept of windows is exemplified by its employment in dWindow, a non-operating system application. For years, Ashton-Tate's dBASE II set the standard for austerity in user interfaces—you can't get much simpler than a single period prompt. Liberty-Bell Software's dWindow does a dazzling cathedral window treatment on dBASE II and III that makes them look like entirely different products. But it is at the operating system level that the fenestration of the interface has become obligatory, and it was Apple's Macintosh that made it so.

Bill Gates and his Microsoft programmers were among the first developers to peek behind the blinds at Apple, and they were not slow to announce Microsoft's own window-oriented product, which they called Windows. Sometime between the announcement of Windows and its release, the Korean War ended, Alaska and Hawaii attained state-

hood, and Digital Research programmers conceived and brought out a windowing product called GEM, whose visual display, Apple recently noticed, looks rather like the Mac's. Meanwhile, IBM caught the drift, fumbled through its pockets, and pulled out a windowing, multitasking operating environment that it christened TopView.

With at least three windowing, multitasking operating environments to load on top of, stack next to, or wrap around DOS, the archetypal "fully loaded PC" was beginning to look like a pop-up on steroids. In fact, or at least in *PC Week*, Peter Norton described a dream he had in which he tried to run TopView, GEM, and Windows simultaneously. His hard disk flew to Poland.

Smart Money Talks a Lot

A programmer must face more serious questions of compatibility. How does each product work with DOS? How will existing and future programs run in each of these environments? How well will they run? What are the costs of laying another sheet of software between programmer and machine? We asked such questions of development-team members for each of the three products. But as the answers came back, industry analyses were circulating that questioned the viability of at least two of the products (the two that had actually been released). Were we wasting our time asking questions about these products?

Although some developers are producing TopView-compatible applications, the product has clearly not captured the imagination of users or developers. The recent agreement between IBM and Microsoft has fueled much speculation about the viability of TopView, and many observers seem to be betting on Microsoft. One popular argument is that IBM will create two systems: one using Windows and Microsoft's DOS, the other using a DOS-free descendant or unrelated successor to TopView—in any case, a proprietary operating system. Some, including IBM watcher Andy Seybold, speculate that the IBM-Microsoft agreement may have little to do with IBM's long-term goals and that IBM will use TopView as the centerpiece of its future operating systems. At least one analyst insists that IBM's history demonstrates that it will eventually have a proprietary operating system on the PC. But IBM has broken tradition several times in the short history of the PC, and the venerable wisdom about what IBM always does may not be as wise now as once it was. It does seem that it is getting harder to second-guess IBM, and that the benefits from succeeding therein may be even more dubious today than in mainframe days.

The smart money is writing off GEM in the IBM-compatible market, reasoning that if IBM owns the hardware and Microsoft owns DOS, where does that leave a company that tries to compete with them on their turf?

Perhaps DRI's success with GEM will have to come in the other end of the dumbbell. Lee Felsenstein, in proselytizing for his Hacker's Mac project, describes the personal computer market as an asymmetric dumbbell with one globe of IBM-compatibles and a smaller globe of Mac-alikes. He argues that the smaller globe can grow and prosper only with compatibility and proposes a radical strate-

gy for forcing compatibility on unwilling Apple, Commodore, and Atari. Such a development would likely benefit DRI and GEM, but is it likely?

Perhaps not, given the fact that Apple has pressured DRI into changing GEM to decrease its similarity to the Macintosh's visual interface. GEM as originally released had to be terminated by November 15, that is, DRI had to stop supporting and advertising it. The new version will look less Macintoshish. Apple is also talking with Microsoft about Windows, but in softer tones.

Smart money and dream-machine designers aside, GEM provides MS DOS users and programmers with capabilities that Windows and TopView lack. But TopView and Windows have their own distinct, desirable features.

Three facts argue against accepting the judgment of the smart money too hastily. First, the three operating environments offer three different sets of capabilities to users and software developers. Second, no one needs any of these products; they are all frosting on the DOS, and users may decide among them—or against all of them—on grounds that smart money would consider dumb. Third, as Bob Frankston pointed out in *InfoWorld*, writing for TopView (or Windows or GEM) limits your market. In any case, we assume there is merit in understanding these products from a programmer's point of view.

Inside GEM

At one level, getting started developing an application that is compatible with GEM is simple. You get the Programmer's Toolkit and start writing. In terms of hardware, you need a PC with half a megabyte of memory and a color-graphics adapter. You should also have a hard disk and a mouse, although you can do development work without them.

Beyond these elementary requirements, one comes up against the fact that GEM is a message-passing program. Years of single-thread procedural programming experience will not prepare you adequately for the different programming model that GEM employs. According to one GEM programmer, the learning curve within DRI during GEM development was two months. Programmers who had never worked with any windowing system took two months to get up to speed in the GEM programming environment. Programmers who had had some windowing experience learned faster but had to unlearn some details that did not transfer.

GEM itself does not communicate directly with DOS; that is, the Virtual Device Interface and Window Services don't. The GEM Desktop does. File manipulation is handled through DOS calls. GEM supports a variety of devices and is expected to support the AST/Ashton-Tate/DRI/Quadram expanded-memory specification, which will become particularly significant when the multitasking version of GEM is released.

GEM compares more directly with Windows than with TopView; TopView is character-oriented and truly multitasking and GEM and Windows are neither. In comparing GEM and Windows as programming environments, Windows developers point to powerful features, and GEM de-

velopers talk about a clean programmer's interface. But the clearest advantages GEM has over Windows at the moment seem to be that GEM has been out long enough to land significant committed and producing OEMs, including Atari and Apricot, and the leverage that this gives the developer in porting an application to different environments.

What does the Apple-DRI settlement mean to programmers who have developed GEM-compatible software or who are thinking about doing so? Perhaps not much. The changes in GEM forced by Apple appear to be essentially cosmetic, and though the impact on the GEM Desktop will be significant, the programming impact may be minimal.

Beneath TopView

The chief difference between TopView on the one hand and GEM and Windows on the other is that TopView is truly multitasking. You can see multitasking in action if you bring up a visually active BASIC A program in two TopView windows simultaneously. You'll see the program doing its thing in parallel with itself.

Because it is a multitasking operating environment, TopView permits the development of multitasking applications. The application developer can produce a task with its own subtasks. Then, in addition to running the application in multitasking mode with other tasks, TopView will multitask the application's subtasks. Tasks can communicate; if you get the object handle for a task you can send it a message.

Memory management under TopView is as simple as it is under DOS. When a program begins, it is assigned memory according to the demands of its fixed Program Information File. Henceforth it can get no more nor less. On a program's termination, its memory is freed.

TopView does not replace DOS. It sits atop DOS, handing off file I/O and other system functions to the system. It is at the character I/O level that TopView butts in, redirecting all character I/O. Among other things, this means that you can freely mix TopView and DOS calls. You can put the user in DOS under TopView and have the fact that TopView is active be unknown to them. (A Getversion call will show the user that TopView is active.)

Although TopView is character-oriented rather than graphics-oriented, it will work with a standard monochrome or color screen and anything up to the EGA. TopView will work with the EGA but won't take advantage of its extended graphics capabilities.

TopView developers are trying to woo other developers, arguing that you can bring a more powerful application to market more quickly if you write for the TopView environment—you can take advantage of a standardized display style, a toolkit of window design aids, and other development tools. You can also use what TopView designers call full-screen input. This wooing of developers has not been entirely unsuccessful; the Trio micro-to-mainframe product and the Lattice Topview Toolbasket are significant TopView-compatible products.

For existing programs, you can make use of as much of the windowing capability as makes sense. For some appli-

cations this may be useless, but the capability is there. The implementation of DOS services shows what IBM projects for future applications—making logical use of several windows rather than just throwing a frame around a full-screen display.

Behind Windows

Because Microsoft has good sources on what future versions of DOS will require, its programmers can do what they admonish independent developers not to do—work around DOS. Windows runs "side by side with DOS." When Windows comes up, its DOS executive replaces command.com, which is no longer needed.

Windows is made up of three pieces: two are the external pieces that everyone sees, the user interface and the graphics device interface (GDI). The third is the kernel, which interfaces to whatever kind of MS DOS is on the machine. This interface changes considerably with different versions of DOS and hides the operating environment from Windows.

The user interface differs from the Mac/GEM/TopView approach in tiling the screen with windows that don't overlap other windows.

At the GDI level is an interrogating interface: if a device says that it can only do bitblt, the interface will simulate everything else in the software using bitblt; if the device says it can do complex polygons with hash filling, GDI hands off to the device. The device manufacturer fills in capabilities up to some level and Windows simulates the rest. The goal at the GDI level was device independence—the ability to change one line of code and have output go to a different device.

At the level of the kernel, Windows has true compacting global memory management; it does not have true preemptive multitasking. It can allocate, reallocate, dynamically free and restore data. Its task handling is round robin nonpreemptive multitasking—the application must yield control. There are mechanisms for implicit yielding when the application is waiting for something.

The reason Microsoft gives for not implementing true preemptive multitasking is suggestive: DOS is not reentrant. If you preempt a task and it's in DOS at the time, you'd best get back to DOS quickly. So a good chunk of the time slicing would not be beneficial. That, Windows developers claim, is why TopView is slow. Rick Dill of the Windows design team says, "We think multitasking really belongs at the operating system level, and it will get there eventually." He means in MS DOS.

Windows started from the Smalltalk push model and changed to a more procedural approach only when Microsoft found that programmers didn't work well with its implementation of the push model. The general structure of a Windows application is: initialization; Windows-required initializations (because Windows does not require that an application be installed it does require that the application register itself with Windows when it starts); creating a window; and the main program while loop—Getmessage, Translatemessage, Dispatchmessage.

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written by different vendors to be integrated via cut and paste as well as the via the messaging mechanism. For example, Multiplan could register a message that says "cell changed." A presentation-graphics program could know that that message means it can look in the clipboard for the contents of the cell and automatically update the chart being displayed.

Windows is 85 percent written in C; the low-level part is written in assembly. Windows supports Pascal, FORTRAN, C, or Microsoft's macro assembler. Because of the new .exe format, programmers will have to use Microsoft's new linker.

According to Dill, Microsoft hopes to entice software developers with the knowledge that, in conforming with Windows, they're building a future DOS-conforming application. Windows is a sneak peek into DOS. (On the other hand, Dill admits there are software developers who have disassembled the .exe file and know more about the innards of DOS than he does.)

But does all this just get in the software developer's way? Most serious software developers find that they must work around DOS to produce a competitive product. Won't software developers find Windows just as encumbering?

"Our bitblt," Dill responds, "is faster than yours." He's serious: Microsoft's bitblt is a general-purpose source-pattern-destination function supporting four operators. The result is that there are 256 different operations avail-

able: others implement some subset, often 16, of those. The Windows graphics routines can move a graphics block around the screen almost as fast as the data can be moved through memory. Whether that answers the question is moot.

One significant change Microsoft is introducing is a new .exe file format. Future versions of DOS (of which Windows is a hint) will need more information in the .exe file. To maintain some compatibility, Microsoft has grafted the old .exe header, code, and data on top of the new .exe header. The old tells where the new begins, and the new has its own code and data. It also has something totally new called resources. Resources (like menus and dialogue boxes) can be changed without messing with the .exe file. Thus, one can have one binary that works worldwide, with the resources supplying the language-specific information.

What, then, of the .com files? In the next version of DOS, .com files go away. DOS 3 is the last Microsoft operating system in which memory-image programs will be supported under the operating system itself. "We just need the information," Dill explains, "to be able to do things like running that application up in high memory and being able to segment it correctly and deal with running an old style 8088 unprotected application under a 286."

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BANKSWAP

A Banked Memory Debugging Tool for CP/M Plus

by Albert S. Woodhull

By making extended memory useful to 8-bit processors, CP/M Plus can help to keep 8080-, 8085-, and Z80-based microcomputers in competition with newer 16-bit systems. Although the 8-bit processors can directly address only 64K of memory, under CP/M Plus a megabyte can be efficiently used.

For the programmer there is a catch. Transient programs must reside in a single 64K bank. They have indirect access to alternate banks through the operating system. A user running purchased software will not be bothered by this. Developers and others who need to write or modify code that uses the alternate banks have a serious problem, however. CP/M Plus comes with development tools, such as the RMAC assembler and

ability for a user program even though the program resides entirely in the main bank. The speed increase comes from using the extra memory to buffer disk data and disk directories. The space increase comes from putting part of the operating system in an alternate memory bank, making almost all of the 64K of memory the processor can address available to the user's program. For instance, on an Apple with the Advanced Logic Systems CP/M Card the transient program area (TPA) is 60K, even though the CP/M Plus system itself (exclusive of the CCP) takes up 17K.

User programs cannot directly access data or executable code in alternate banks. The point can be argued, but I believe Digital Research made a wise choice in imposing these restric-

Apple's Filer is fine until you want to copy files between volumes without losing a BASIC program in memory.

LINK, that enable one to write code for use in any bank of memory, but the standard CP/M Plus debugging tool, SID, is an ordinary transient program, incapable of examining or changing the alternate banks. The programmer needs new tools or a way to extend the power of the old ones.

My response to this need was BANKSWAP, an extension for SID or DDT that provides access to the alternate banks. I will describe this tool after a brief discussion of how CP/M Plus uses banked memory.

Banked Memory in CP/M Plus

Additional banks of memory can improve the speed and memory avail-

tions. Most programs that use a lot of memory use it to hold data, and disk buffering can provide an improvement in data access comparable to that of extended memory. Given the inherent limitations of 8-bit processors, it is not clear that allowing user programs to execute code resident in extended memory would be much more efficient than using code overlays swapped in from disk buffers.

Under CP/M Plus, programs must be written as if the extra memory is not there at all. As long as the minimum amount of memory needed for an application is present in the TPA bank, a program will be able to run on any CP/M system. This continues the CP/M tradition of providing portability for programs by using the operating system to make details of hardware irrelevant to user programs.

Albert S. Woodhull, Hampshire
College, Amherst, MA 01002

The BANKSWAP Program

BANKSWAP is not a stand-alone program; it is an enhancement to SID or DDT that provides additional commands to copy blocks of memory from bank to bank. The normal functions of the debugger can be used on a copy of memory from another bank that has been brought to the TPA bank.

BANKSWAP is relocatable and is not necessarily loaded to the same location each time it is used. For ease of use, BANKSWAP installs a vector to its own entry point at the RST 5 location (28H) during installation. Typing G28 from the SID or DDT prompt brings up the BANKSWAP menu. The initialization process also displays a message to remind the user of the presence of BANKSWAP and the command to access it.

The BANKSWAP menu allows the user to choose the direction of the move, the memory addresses for the source and destination, and the length of the block to be moved. The menu also provides for easy return to DDT or SID and for the eventual removal of BANKSWAP. Copying is done in two steps through a buffer that is also in common memory. I chose to use a relatively small buffer and repeat the process several times in order to make the best use of memory space.

Listing One (page 38) for BANKSWAP.ASM contains comments that explain the operation of BANKSWAP, but I will emphasize a few points I found important in working with banked memory. Although I wrote this program for use on an Apple with the Advanced Logic Systems CP/M Card, there should be no problems in making BANKSWAP work on other implementations of CP/M Plus. The most critical point is to be sure that control is not lost while bank 1 is deselected. This means ensuring that BANKSWAP itself, the stack, and all data areas used are located in common memory. It is possible for a CP/M Plus system to be constructed so that interrupts and system calls can be handled while alternate banks are selected. With insurance in mind, I thought it best to disable interrupts and avoid calls to the standard BDOS entry point while bank 1 is deselected because the vectors on page 0 of bank

1 are then inaccessible.

I used a direct call to a BIOS routine to select the bank of memory. There are several points to mention in regard to that. First, the CP/M Plus documentation is emphatic in stating that direct BIOS calls must not be made by application programs; the reason for this is that under CP/M Plus some BIOS routines are always called from the bank 0 portion of the BDOS and will not return to a program located in bank 1. In fact, a separate BDOS function is provided for gaining direct access to the BIOS. The

catch is that this BDOS function prohibits access to one BIOS routine—you guessed it—the one we need for BANKSWAP. Digital Research really doesn't want user programs to try to access other memory banks.

Having decided to take the law into your own hands and call the BIOS bank-select routine directly, you can't do it by accessing the BIOS vector in low memory just any old time for the same reason you can't use BDOS routines any old time—some of the time the low memory the program sees will be in bank 0. For

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this reason, I made the initialization portion of BANKSWAP fetch the BIOS vector so the necessary entry point could be calculated and stored locally. I did this only for the BIOS SELMEM routine; the program can be simplified if a BIOS XMOVE routine has also been implemented (this is not provided in the Advanced Logic Systems release of CP/M Plus).

Resident System Extensions

BANKSWAP must run in common memory. This is most easily accomplished by creating a relocatable file

to be loaded to the top of the TPA. CP/M Plus has another feature, the Resident System Extension (RSX), to simplify this task.

An RSX is a page-relocatable program segment that CP/M Plus loads to the highest available address, just as DDT or SID are handled under older versions of CP/M. Each RSX module has a prefix, as shown in Listing One. The prefix includes a jump to the BDOS entry point in high memory (for the first RSX installed) or to the last previously installed RSX. Whenever an RSX is installed, the JMP in-

struction at location 5 is modified to point to it, so a chain of JMPs is traversed whenever a BDOS call is made. The address portion of the JMP at location 5 is also used by programs to detect the decreased size of the TPA, protecting the RSX from being overwritten.

Because all BDOS calls pass through the RSX JMP chain, RSXs can be written to intercept BDOS calls to customize BDOS performance. BDOS interception is not necessary, however. BANKSWAP intercepts only the very first BDOS call after it is loaded—this is a convenient way to force execution of the BANKSWAP initialization phase. The initialization code saves and restores whatever information is being passed to the BDOS and modifies the JMP chain to prevent reinitialization.

An RSX must be connected to a normal .COM program to be installed. CP/M Plus provides a utility, called GENCOM, to do this and also provides the RMAC and LINK programs needed to produce the relocatable program and its relocation bit map. The process is considerably more complicated than assembling and loading a program under CP/M 2, but it is easy to use the CP/M SUBMIT program to direct the process. An RSX can be attached to any .COM file. I have attached BANKSWAP to DDT.COM and SID.COM and it works with both. Listing Two (page 52) shows the RSXMAKER.SUB file that can create BANKSWAP.RSX and connect it to SID.COM.

When BANKSWAP is to be attached to SID or DDT it is assembled with a REMOVE flag set in the RSX prefix. This ensures that when a warm boot occurs upon exiting from SID the space occupied by the RSX will be freed. BANKSWAP can also be assembled to be loaded independently of SID by setting the ALONE equate true. In this case it is still necessary to attach the RSX code to a .COM file, which could be nothing more than a jump to location zero. As the Listing One shows, setting ALONE true resets the REMOVE flag in the RSX header, and it also adds an option to the BANKSWAP menu to allow later removal.

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There is a potential problem with the version of BANKSWAP shown in Listing One, but I'm leaving it for someone else to fix. As noted above, BANKSWAP uses the RSX technique in order to be located at the highest available memory address. The actual amount of high memory that is common depends upon the hardware used, and I didn't figure out a way for a program to determine this. If too many RSXs are installed, the top of available memory can be below the common region. In this case BANKSWAP will probably cause a crash. On my Rev. A CP/M card the common-memory limit is at 8000H, which leaves room for a lot of RSXs, so I have never given the problem a high priority.

Using BANKSWAP

Once BANKSWAP has been attached to a copy of SID.COM it will be installed whenever SID is run. Listing Three (page 52) shows part of a typical session with enhanced SID. The initialization process tells the operator that BANKSWAP is available. A G28 command enters BANKSWAP, which displays a menu. I usually bring part of an alternate bank over to bank 1 first, then return to the debugger to examine, disassemble, or alter the copy. In fact, if executable code from some portion of bank 0 is brought over to the corresponding address range in bank 1 the debugger can be used to trace through it—providing that the code doesn't switch banks or access I/O or storage addresses in an alternate bank.

In the Apple environment there is one limitation: an Apple's I/O is all memory mapped in bank 0. If an attempt is made to access bank 0 in the range 6000H to 67FFH it may crash the system because some addresses in this range activate switches on the Apple main board or peripheral cards, including the CP/M Card itself.

Conclusion

One of my first reactions to CP/M Plus was a helpless feeling. I had written my own BIOS for CP/M 2.2 on my S-100 system, and I was accustomed to being able to explore how the system worked on any CP/M machine. With CP/M Plus, portions of

the operating system were totally inaccessible to the tools I had on hand.

Most users don't need the kind of access I wanted. However, the initial version of CP/M Plus I received did not support my printer interface properly. I also had proposed to develop CP/M Plus driver software for companies that manufactured large-format disks and RAM-disk add-ons for Apples. The usability of my system as well as potential income depended upon my ability to patch various devices into CP/M Plus.

BANKSWAP solved my problems. It gave me a way to satisfy my curios-

ity about how the Advanced Logic Systems CP/M Plus BIOS worked, and I was able to figure out how to patch some of my peripheral drivers into CP/M Plus. Finally, I now had the tool I needed to begin to develop and debug enhancements to the supplied BIOS. In the process of developing BANKSWAP I also learned how to create and use RSXs, which are very useful CP/M Plus features.

DDJ

(Listing begins on next page)

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Debugger Comparison Chart - Selected Features

| Features | AT86 | Code. | Per. |
|--|-------------------|------------------|------|
| 1. Load Program as memory resident (like Sidekick) | X | | X |
| 2. IBM Professional DEBUG & Periscope boards supported | X | | X |
| 3. Keyboard break-out support - Ctrl-Enter key combo | X | X | |
| 4. Conditional breakpoints | X | | X |
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| 6. Convert numbers to binary | X | | |
| 7. ASCII chart (pop up) | X | | |
| 8. In-line Assembler with code insertion capability | X | X | |
| 9. 80286/80287 support in Assembler/Disassembler | X | | |
| 10. Protect Virtual Mode Support for 80286 | X | | |
| 11. 8087/80287 window - registers in both decimal & hex | X | | |
| 12. Display memory in ASCII, byte, word, & double word | X | | X |
| 13. Define "memory structures" for display/editing | X | | |
| 14. Try out DOS interrupts command | X | | |
| 15. Pop-up Help windows | X | | |
| 16. Command macros defined & saved to disk | X | | |
| 17. DOS TYPE, DIR, & ERASE commands | X | | |
| 18. Search memory for Assembler code - multiple instructions | X | | |
| 19. Execute/trace program in reverse & restore machine state | X | | |
| AT86 - Advanced Trace86 | Code. - Codesmith | Per. - Periscope | |

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BANKSWAP

(Text begins on page 34)

Listing One

```
; BANKSWAP.ASM
;
; A. S. Woodhull      28 June 83
; rev    1 July 85      -- minor editing
;          20 Oct 83
;
; This is designed to be run as a subprogram under DDT
; or SID, in a banked version of CP/M 3.0. The function
; of BANKSWAP is to copy blocks of memory from other
; banks to and from bank 1, using a buffer in the common
; area. Normal DDT or SID functions can then be
; performed, using the copy of the code in bank 1.
; (Of course, you cannot trace through program segments
; that switch banks or access memory mapped I/O in
; another bank.)
;
; BANKSWAP must reside in the common area of memory, and
; a buffer area through which data can be copied must
; also be present in the common area. BANKSWAP is to be
; assembled as a Resident System Extension (RSX), which
; will automatically be relocated to the top of the TPA.
; It is assumed that the common area is large enough to
; allow an RSX to fit--if this is not true BANKSWAP will
; not work in its present form.
;
; Because the location of BANKSWAP in memory is not fixed
; a jump through a fixed location is set up when the BANK-
; SWAP code is installed. In this version the RST 5 vector
; at 28H is used, but any convenient location on page zero
; may be used.
;
; Under CP/M 3 direct access of BIOS routines is generally
; to be avoided by user programs, since BIOS routines may
; have expectations about which bank is selected when they
; are called. We will, however, do bank switching through
; the BIOS selmem routine. For generality we will use the
; BIOS vector at location 1.
;
FFFF =      true:  equ     0ffffh
0000 =      false:  equ     not true
;
0000 =      alone:  equ     false ;make false if attached to DDT/SID
;
0001 =      biosv:  equ     1      ;address of wboot in BIOS found here
004E =      selmem: equ     4eh    ;offset from wboot
;
0100 =      buflen: equ     100h   ;move block size
;
; default parameters
1000 =      movcnt: equ     1000h  ;to move 16 pages (4K) at a time
0100 =      b0dft:  equ     100h   ;start of block in bank 0
0100 =      bldft:  equ     100h   ;start of block in bank 1
;
;
; zero page addresses
0005 =      bdos:   equ     5      ;bdos entry point
0028 =      rstv:   equ     28h   ;RST 5 used as entry vector
;
; BDOS functions used
0001 =      conin:  equ     1      ;get a char
0009 =      printf: equ     9      ;print a string
000A =      rdbuf:  equ     10     ;read a line
;
; This is standard prefix for a Resident System Extension
; see CP/M 3 Programmer's Guide, 1st ed., sec. 4.4, p.168
;
0000 0000000000 serial: db      0,0,0,0,0,0
0006 C3A203 start: jmp    install ;one-time routine
0009 C30000 next:  jmp     0      ;altered at installation
```

(Continued on page 40)

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- Block fill/move/read/write
- Cursor control & line editing
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like ";" or ")" and **indentation is part of the syntax**, so structuring your code is natural and easy. Just compare PROMAL with BASIC in this example:

| Equivalent Program Segments | |
|--|---|
| <pre>--PROMAL-- REPEAT PRINT AT 5,24, "Add/Chg/Quit" IF Reply = "A" ADD Item New_Items = New_Items + 1 ELSE IF Reply = "C" CHANGE Item UNTIL Reply = "Q"</pre> | <pre>11910 REM -----BASIC----- 11920 CL = 5 LN = 24 PRS = "Add/Chg/Quit" 11925 GOSUB 9490 REM GET REPLY 11930 IF PRS = "A" THEN 11920 11940 I9 = IT GOSUB 10100 REM ADD 11945 NI = NI + 1 GOTO 11920 11950 IF PRS <> "C" THEN 11970 11960 I9 = IT GOSUB 6050 REM CHG 11970 IF PRS <> "Q" THEN 11920</pre> |

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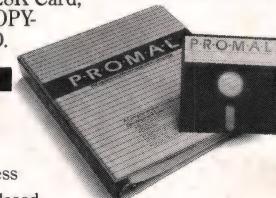
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Listing One

```

000C 0000      prev:   dw     0
;           if      alone
;           rmvflg: db     0       ;keep this in memory
000E FF        rmvflg: db     0ffh    ;remove when main program ends
;           endif
;
000F 00        nonbnk: db     0       ;banked system
0010 42414E4B53 db     'BANKSWAP'
0018 00        loader: db     0
0019 0000      db     0,0
; *** note: If BANKSWAP is to be attached directly to SID.COM
; or DDT.COM then make rmvflg 0ffh to force removal
;
bankexam:
001B 210000      lxi     h,0      ;get stack pointer
001E 39          dad     sp       ;...and hold it for return
001F 220F04      shld    holdsp   ;...reset SP to a location
0022 310804      lxi     sp,locstk ;...in common memory
;
; Main loop--exit by Quit or Remove command
bankex2:
0025 CD2E00      call    prompt   ;this returns address of sub
0028 CD6D00      call    doit     ;do subroutine addressed by HL
002B C32500      jmp    bankex2
;
002E 111F02      prompt: lxi     d,menu   ;get ready for menu
0031 3A9103      lda     quietflag
0034 B7          ora     a        ;suppress menu?
0035 CA3B00      jz      prmpt2
0038 11F402      prmpt1: lxi     d,query ;set for prompt only
003B 0E09      mvi     c,printf
003D CD0500      call    bdos
; Get a character
0040 0E01      mvi     c,conin
0042 CD0500      call    bdos
0045 CD7001      call    crlf
; make upper case, reject non-alpha
0048 E65F      ani     5fh
004A FE41      cpi     'A'
004C DA3800      jc      prmpt1 ;ask again if invalid
004F FE5B      cpi     'Z'+1
0051 D23800      jnc      prmpt1 ;ask again if invalid
; find match in alphtbl
0054 010700      lxi     b,altblen ;length of table
0057 211102      lxi     h,alphtbl+altblen ;work back
005A BE          try:   cmp     m
005B CA6300      jz      match
005E 2B          dcx     h
005F 0D          dcr     c       ;count down
0060 C25A00      jnz      try
; if c= 0 no match found. Now form address
0063 211102      match: lxi     h,addrtbl
0066 09          dad     b       ;add offset
0067 09          dad     b       ;again, 2 bytes per table entry
; get the command address
0068 7E          mov     a,m
0069 23          inx     h
006A 66          mov     h,m
006B 6F          mov     l,a
006C C9          ret
;HL has action address
006D E9          doit:   pchl   ;call here to use action address
;
getbank:
006E 2A9C03      lhld    b0start ;setup addresses

```

(Continued on page 42)

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arithmetic: +, -, *, /
 logical: #AND#, #OR#, #NOT#
 relational: >, <, >=, <=, ==, <>
 exponentiation: * *, ^
 factorial: !

```

amort.CFG
6-amrtp
months=months+1;pr=((pmt*12/int)/(1+int/12)
^(mths+1))*[1-(1+int/12)];@next
7-amrti
in=-pmt-((pmt*12/int)/(1+int/12)^(mths+1))
*[1-(1+int/12)];@next
8-sumr
prindp=prindp+pr;intpd=intpd+in;mths=mths-1;
@ifqt (mths==168);@goto(6)

```

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Listing One

```

0071 220A04      shld   source
0074 2A9E03      lhld   blstart
0077 220C04      shld   dest
007A 3AA103      lda    length+1      ;low byte ignored
007D 320E04      sta    count
; page by page take a chunk of bank 0 to buffer, then move
; to bank 1 destination
get2:
0080 F3          di     ;be sure no interrupts
0081 3E00         mvi   a,0
0083 2A0804       lhld   selmv
0086 CD6D00       call   doit
0089 CDF400       call   getbuf
008C 3E01         mvi   a,1
008E 2A0804       lhld   selmv ;point to BIOS selmem routine
0091 CD6D00       call   doit
0094 FB          ei     ;interrupts safe again
0095 CDFD00       call   putbuf
0098 110001       lxi   d,buflen
009B 2A0A04       lhld   source
009E 19          dad   d
009F 220A04       shld   source
00A2 2A0C04       lhld   dest
00A5 19          dad   d
00A6 220C04       shld   dest
00A9 210E04       lxi   h,count ;repeat for required # of pages
00AC 35          dcr   m
00AD C28000       jnz   get2
00B0 C9          ret
;
putbank:
00B1 2A9E03       lhld   blstart
00B4 220A04       shld   source
00B7 2A9C03       lhld   b0start
00BA 220C04       shld   dest
00BD 3AA103       lda    length+1      ;low byte ignored
00C0 320E04       sta    count
; page by page, move bank 1 data to buffer, then move it
; to bank 0
put2:
00C3 CDF400       call   getbuf
00C6 F3          di     ;be sure no interrupts
00C7 3E00         mvi   a,0
00C9 2A0804       lhld   selmv
00CC CD6D00       call   doit
00CF CDFD00       call   putbuf
00D2 3E01         mvi   a,1
00D4 2A0804       lhld   selmv
00D7 CD6D00       call   doit
00DA FB          ei     ;interrupts safe again
00DB 110001       lxi   d,buflen
00DE 2A0A04       lhld   source
00E1 19          dad   d
00E2 220A04       shld   source
00E5 2A0C04       lhld   dest
00E8 19          dad   d
00E9 220C04       shld   dest
00EC 210E04       lxi   h,count
00EF 35          dcr   m
00F0 C2C300       jnz   put2
00F3 C9          ret
; source to buffer
getbuf:
00F4 2A0A04       lhld   source
00F7 111104       lxi   d,buffer
00FA C30401       jmp   pbl
; buffer to dest
putbuf:

```

(Continued on page 44)

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Listing One

```

00FD 2A0C04      lhld    dest
0100 111104      lxi     d,buffer
0103 EB          xchg
; common code for getbuf and putbuf
0104 010001      pbl:   lxi     b,buflen
; move (BC) bytes from (HL) to (DE) (could use BIOS move
; routine for this)
0107 7E          move:  mov     a,m
0108 12          stax    d
0109 23          inx     h
010A 13          inx     d
010B 0B          dcx     b
010C 78          mov     a,b
010D B1          ora     c
010E C20701      jnz    move
0111 C9          ret
;
; Go back to SID/DDT
0112 116403      quit:  lxi     d,qmsg ;say how to get back
0115 0E09          mvi    c,printf
0117 CD0500          call   bdos
011A 2A0F04      lhld    holdsp ;restore stack pointer
011D F9          sphl
011E FF          rst    7      ;back to DDT or SID
;
if    alone
; Set for removal on termination of SID or DDT
remove: lxi    h,rmvflg ;set the remove flag
        mvi    m,0ffh ;...in the RSX prefix
        lxi    h,rstv  ;then wipe out the entry
        mvi    m,0ffh ;...JMP with an RST 7
        rst    7      ;leave via the debugger
        endif ;alone
;
; Set up addresses for move, also set up length
adset: lxi    d,b0id ;tell current bank 0 addr
       mvi    c,printf
       call   bdos
       lhld   b0start ;get the address
       call   addro ;and print it
       lxi    h,b0start
       call   update ;enter hex to (HL)
       lxi    d,blid ;do it again for bank 1
       mvi    c,printf
       call   bdos ;tell
       lhld   blstart
       call   addro
       lxi    h,blstart
       call   update ;get new address, if any
; Can fall through from adset or enter directly here to set
; length of block moved
lnset: lxi    d,lnmsg ;tell current length
       mvi    c,printf
       call   bdos
       lhld   length
       call   addro
       lxi    h,length
       call   update ;offer to change it
       call   crlf
       ret
;
; Toggle menu off/on
xpert: lda    quietflag
       cma
       sta    quietflag ;toggle
       ret
;
; Get here on invalid command

```

(Continued on page 46)

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Listing One

```

0167 11FA02    na:    lxi      d,namsg      ;say can't do it
016A 0E09        mvi      c,printf
016C CD0500      call     bdos
016F C9          ret
;
0170 C5          crlf:   push    b
0171 D5          push    d
0172 E5          push    h
0173 F5          push    psw
0174 111403      lxi      d,crlfstring
0177 0E09        mvi      c,printf
0179 CD0500      call     bdos
017C F1          pop     psw
017D E1          pop     h
017E D1          pop     d
017F C1          pop     b
0180 C9          ret
;
; get string, do nothing if null, else convert, store at (HL)
update:
0181 E5          push    h      ;save the location
; loop back here if input is not valid
0182 210000      updl:   lxi      h,0      ;initial buffer
0185 229303      shld    inbuf+l
0188 114203      lxi      d,chquery    ;say what's up
018B 0E09        mvi      c,printf
018D CD0500      call     bdos
0190 119203      lxi      d,inbuf
0193 0E0A        mvi      c,rdbuf      ;read console until <ret>
0195 CD0500      call     bdos
0198 CD7001      call     crlf
019B 3A9303      lda      inbuf+l    ;get length of hex string
019E B7          ora      a      ;check for 0 length input
019F C2A401      jnz     convert
; null string, go back
01A2 E1          pop     h      ;retrieve value at entry
01A3 C9          ret
;
; Convert the hex string in the buffer to binary
convert:
01A4 210000      lxi      h,0      ;start with a zero
01A7 47          mov     b,a      ;hold length in B
01A8 119403      lxi      d,inbuf+2
01AB 1A          conv2:  ldax    d      ;get first (or next) char
01AC 13          inx     d
01AD FE60        cpi     60h
01AF DAB401      jc      conv3
01B2 E65F        ani     5fh      ;make lower case if necessary
01B4 D630        sui     '0'
01B6 FA8201      jm     updl      ;must be valid hex, 0..9, A..F
01B9 FE0A        cpi     0ah
01BB DACA01      jc      num      ;jump if a good numeric
01BE D607        sui     7
01C0 FE0A        cpi     0ah
01C2 DA8201      jc      updl      ;error if not good alpha
01C5 FE10        cpi     10h
01C7 D28201      jnc     updl      ;error if not good alpha
01CA 29          num:   dad     h      ;multiply current val by 16
01CB 29          dad     h
01CC 29          dad     h
01CD 29          dad     h
01CE 85          add     l      ;add new least significant digit
01CF 6F          mov     1,a
01D0 05          dcr     b      ;countdown the digits
01D1 C2AB01      jnz     conv2
01D4 EB          xchg   h      ;result to DE
01D5 E1          pop     h      ;HL at entry says where to it

```

(Continued on page 48)

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Listing One

```

01D6 73      mov     m,e
01D7 23      inx     h
01D8 72      mov     m,d
01D9 C9      ret

;

; Print HL as hex
addr:
01DA D5      push    d
01DB E5      push    h
01DC EB      xchg
01DD 215C03   lxi    h,hexstr ;where to build string
01E0 7A      mov     a,d
01E1 CDF301   call   byte   ;get A as 2 ASCII chars at (HL)
01E4 7B      mov     a,e
01E5 CDF301   call   byte   ;again, low byte
01E8 115C03   lxi    d,hexstr
01EB 0E09      mvi    c,printf
01ED CD0500   call   bdos   ;print it
01F0 E1      pop     h
01F1 D1      pop     d
01F2 C9      ret

;

; Convert byte to hex ASCII chars, put at (HL)
01F3 F5      byte:  push   psw
01F4 1F      rar
01F5 1F      rar ;get high nybble
01F6 1F      rar
01F7 1F      rar
01F8 CDFC01   call   nybble
01FB F1      pop    psw ;fall through for low nybble
01FC E60F      nybble: ani   0fh
01FE C630      adi    '0'
0200 FE3A      cpi    3ah
0202 DA0702   jc     nput
0205 C607      adi    7
0207 77      nput:  mov    m,a
0208 23      inx    h
0209 C9      ret

;

; Acceptable command inputs go in this table
alphtbl:
020A 00      db     0      ;dummy for no match
020B 41      db     'A'
020C 47      db     'G'
020D 4C      db     'L'
020E 50      db     'P'
020F 51      db     'Q'

;

if     alone
db     'R'
endif  ;alone

;

db     'X'

0007 =      altblen: equ    $-alphtbl
; addresses of action routines, same order as alphtbl
addrtbl:
0211 6701      dw     na      ;not available
0213 1F01      dw     adset   ;address set
0215 6E00      dw     getbank
0217 4701      dw     lnsset  ;length set
0219 B100      dw     putbank
021B 1201      dw     quit

;

if     alone
dw     remove
endif

;

```

(Continued on page 50)

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| | | |
|-------------------------------------|---------|-------|
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Listing One

```

021D 5F01          dw      xpert    ;expert mode, no menu
;
021F 42616E6B73menu: db      'Bankswap 1.0 by A. S. Woodhull
10/20/83',0dh,0ah
0248 66756E6374  db      'functions available:',0dh,0ah
025E 09412E2E2E  db      'A...set move Addresses',0dh,0ah
0277 09472E2E2E  db      'G...Get alternate bank',0dh,0ah
0290 094C2E2E2E  db      'L...set move Length',0dh,0ah
02A6 09502E2E2E  db      'P...Put alternate bank',0dh,0ah
02BF 09512E2E2E  db      'Q...Quit to SID or DDT',0dh,0ah
;
;           if      alone
db      'R...Remove BANKSWAP',0dh,0ah
endif
;
02D8 09582E2E2E  db      'X...eXpert mode (no menu)',0dh,0ah
02F4 0D0A3F3F20query: db      0dh,0ah,'?? $'
02FA 2E2E2E6675namsg: db      '...function not available.'
crlfstring:
0314 0D0A24        db      0dh,0ah,'$'
0317 42616E6B20b0id: db      'Bank 0 addr: $'
0325 42616E6B20blid: db      'Bank 1 addr: $'
0333 4C656E67741nmsg: db      'Length is now $'
chquery:
0342 4368616E67  db      'Change to? (CR to keep): $'
035C      hexstr  ds      4
0360 480D0A24        db      'H',0dh,0ah,'$'
0364 52652D656Eqmsg: db      'Re-enter BANKSWAP from DDT or SID by "G28"'
038E 0D0A24        db      0dh,0ah,'$'
;
quietflag:
0391 00          db      0      ;initialized off
0392 08          inbuf:  db      8      ;max length of buffer
0393            ds      9
;
; default parameters: alter by Set and Length commands
039C 0001          b0start: dw      b0dftr
039E 0001          blstart: dw      bldft
03A0 0010          length:  dw      movcnt
;
; One-time routine, on 1st BDOS call intercepted
install:
03A2 C5          push    b      ;keep everything as it was
03A3 D5          push    d      ;...so BDOS function can be
03A4 E5          push    h      ;...completed
03A5 F5          push    psw
; set up restart vector for re-entry
03A6 3EC3          mvi    a,0c3h ;a JMP instruction
03A8 322800        sta    rstv
03AB 211B00        lxi    h,bankexam
03AE 222900        shld   rstv+l
; set up address of BIOS routine accessed directly
03B1 2A0100        lhld   biosv   ;find where BIOS is
03B4 114E00        lxi    d,selmem ;...and add offset
03B7 19            dad    d
03B8 220804        shld   selmv
; then patch the RSX prefix to prevent reinstallation
03BB 2A0A00        lhld   next+l
03BE 220700        shld   start+l
; tell 'em we're ready
03C1 0E09          mvi    c,printf
03C3 11D003        lxi    d,imsg
03C6 CD0900        call   next
03C9 F1            pop    psw    ;continue with the task that
03CA E1            pop    h      ;...was so rudely interrupted
03CB D1            pop    d
03CC C1            pop    b
03CD C30900        jmp    next

```

(Continued on page 52)

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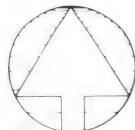
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BANKSWAP

(Listing continued, text begins on page 34)

Listing One

```

;
03D0 42414E4B53imsg: db      'BANKSWAP loaded. To access from DDT or '
03F7 5349442074 db      'SID type "G28"'
0405 0D0A24 db      0dh,0ah,'$'
;
; reuse installation code area for stack space
locstk:
;
; uninitialized storage
0408 selmv: ds      2      ;used for BIOS call to selmem
040A source: ds      2      ;for moves to buffer
040C dest: ds      2      ;for moves from buffer
040E count: ds      1      ;blocks to move
040F holdsp: ds      2      ;stack pointer from DDT or SID
;
buffer:
0411           ds      buflen
0511           end

```

End Listing One

Listing Two

```

; RSXMAKER.SUB assemble RSX and attach to existing COM file
; ASW 21 Oct 83
; Usage: A>SUBMIT RSXMAKER <comfile> <asmfile>
;
rmac $2
link $2 [op]
ren $2.rsx=$2.prl
gencom $1 $2

```

End Listing Two

Listing Three

Listing Three. An example of the use of BANKSWAP to allow examination of a portion of a custom disk drive routine installed in bank 0.
(Comments added in parentheses).

```

D>sid
BANKSWAP loaded. To access from DDT or SID type "G28"
CP/M 3 SID - Version 3.0
#g28                               (go to BANKSWAP)
Bankswap 1.0 by A. S. Woodhull 10/20/83
functions available:
  A...set move Addresses
  G...Get alternate bank
  L...set move Length
  P...Put alternate bank
  Q...Quit to SID or DDT
  X...eXpert mode (no menu)
?? x                               (remove the menu)
?? a                               (set up range)
Bank 0 addr: 0100H
Change to? (CR to keep): 7000       (don't accept default)
Bank 1 addr: 0100H
Change to? (CR to keep): 7000
Length is now 1000H
Change to? (CR to keep): <CR>      (length is OK)
?? g                               (get the data from bank 0)
?? q                               (back to SID)
Re-enter BANKSWAP from DDT or SID by "G28"
*D61E                             (we're back)
#d7c00 7c3f                         (examine the data from bank 0)
7C00: C3 09 7C C3 0F 7C C3 15 7C 21 94 0C C3 00 73 21 ..!..!..!....s!
7C10: 74 0C C3 00 73 21 1B 0C C3 00 73 AE F1 0C A9 04 t...s!....s.....
7C20: D0 2D AE F1 0C AC DF 0C B9 BA 0C 9D 8E C0 AD DE .-.....
7C30: 0C 4A 48 A9 00 2A 0D EF 0C 0D F1 0C A8 B9 80 C0 .JH..*.....
#^C                               (return to CP/M)
D>

```

End Listings

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```
make.c
int handle = 0;
main (argc, argv)
int argc;
char *argv;
{
    int argc;
    char *fsa.h;
    #include ".../include/ctype.h"
    typedef struct
    {
        short action,
              state;
    } Fsa;
    #ifdef FSA_MAIN
    Fsa fsa[8] = { /* Alphanum   Co
/* State 0. */      0, 2, 10
/* State 1. */      10, 0, 10
/* State 2. */      0, 2, 1
/* State 3. */      0, 5, 11
/* State 4. */      0, 4, 0, */
    } *Fsa_Ptr;
    /* This is the definitions file
     * Hopefully, it won't be unreasonable
     * that have been written.
    */
    #endif
}

makefile.h
typedef struct cmd_struct
{
    char *cmd_text;
    struct cmd_struct *next_cmd;
} *Cmd_Ptr, Cmd;
```

Mismatched open parenthesis.

Line: 11 Col: 17 2:17 PM

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Adding a COPY Command to ProDOS

by Shawn Day

If you use ProDOS on an Apple or Apple-compatible system, you may have noticed that you cannot copy files from one volume to another without running FILER and losing any BASIC program you have in memory. I ran across this problem when I tried to copy files to the ProDOS RAM disk from within a BASIC program: I wanted my startup program to load all of the ProDOS editor and assembler files into the RAM disk so that I could have the maximum amount of storage space on my single disk drive and speed up the process of assembling long source files. To solve this problem, I wrote a program that adds a COPY command to ProDOS.

the same volume or to copy files from one volume to another. If you are in the process of copying files from one volume to another and no ProDOS prefix has been set, you must specify the complete path name for both files, e.g.,

```
COPY /MYDISK/HELLO,  
/RAM/STARTUP
```

If a ProDOS prefix has been set, it will automatically be prefixed to either path name if required. For example, if the prefix is /RAM/, the command

```
COPY /MYDISK/HELLO,  
STARTUP
```

Additional banks of memory can buy you both speed and more usable memory even though your program must reside entirely in one bank.

Using the Program

To add the COPY command to ProDOS, simply type BRUN COPY or use the general-purpose "run" command, -COPY. The code will be installed in memory above the ProDOS file buffers and protected in the system bit map. To execute the command, use the following syntax:

```
COPY pathname1,pathname2
```

A new file (pathname2) will be created, and the contents of the file indicated by pathname1 will be copied into it. You can use this command to make backup copies of any file on

will copy the file /MYDISK/HELLO to the file /RAM/STARTUP. If the destination file name already exists on the destination volume, the command exits with the DUPLICATE FILENAME error. This prevents accidental erasure of files. If you want to copy a file over an already existing file, use the DELETE command to destroy the existing file and then use the COPY command.

COPY cannot be used to copy files directly from one disk to another if you have only one disk drive. However, if you have a ProDOS RAM disk available to you (that is, you are using an Apple IIc or a IIe with an extended 80-column card) you have the capability to copy the file into the RAM disk and then copy the file again from the RAM disk over to the destination disk.

Shawn Day, 724 Glenburn St., Kelowna, British Columbia V1Y 4G6 Canada

Entering the Program

The source code for COPY is shown in Listing One (page 58). To type in the program, you can either use an assembler or type the hexadecimal numbers in from the monitor. When you are finished, save the program with

```
BSAVE COPY,A$6000,L$2B6
```

How it Works

The COPY code is divided logically into three parts: installation, first-stage processing, and second-stage processing. I will describe the operation of each in turn.

Installation

When COPY is invoked, it relocates itself to reside between the ProDOS BASIC.SYSTEM and its file buffers. A call to GETBUFR with the accumulator containing the value \$02 (Listing One, lines 69 and 70) reserves the required two pages of memory. The high byte of the starting address of the reserved space is returned in the accumulator. Line 71 checks to see if the call to GETBUFR was successful. In ProDOS Version 1.0.1 there is a bug in GETBUFR that causes it to return a successful error code whether or not an error occurs. Due to this bug, COPY will only work with ProDOS Version 1.1.1 and later. If you have an earlier version of ProDOS, see your dealer to get an update. If GETBUFR is unsuccessful, the program exits with an appropriate error message (line 72).

Assuming the GETBUFR call was successful, program control is transferred to GOTSPACE (lines 73–83), which protects the acquired memory space via the system bit map and updates RSHIMEM. The routine BITMAPS (lines 135–157) is called twice—once to protect each page. Then the value of RSHIMEM in the BASIC.SYSTEM's global page is decreased by 2 (lines 80–83). This protects the acquired memory from a call to FREBUFR. FREBUFR resets HIMEM to the value contained in RSHIMEM. Because COPY dynamically allocates buffer space during execution via GETBUFR and FREBUFR, it is necessary to perform this

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step. If you wish to have any other added ProDOS commands resident in memory during the execution of COPY, they must each be protected from FREBUFR by this method.

The next program segment (lines 87–95) hooks the COPY command into BASIC.SYSTEM's external command link. Any previously installed external commands are daisy chained by the method described in the *ProDOS Technical Reference Manual*. Lines (99–115) update all internal, nonrelocatable references so that the program will execute properly in its final location. They make use of the table of nonrelocatable references in lines 161–188.

After all the references are adjust-

ed, the code is moved to its final location by the monitor MOVE routine (lines 119–131). This finishes the installation of COPY, and control is passed back to the system.

First-Stage Processing

When ProDOS runs across a command that it does not recognize, it passes control to EXTRNCMD in the BASIC.SYSTEM global page. With COPY installed, this location contains a jump to the relocated copy code (starting at line 203). Here the path-name buffer is checked to see if it contains the COPY command in upper or lower case. If not, the carry flag is set to indicate no match, and control passes to the next user-in-

stalled external command (lines 214–215 and 193). If there are no more user-installed commands, line 193 will contain a jump to an RTS instruction. Assuming the COPY command was found, execution continues at line 218, where the command-string length is decremented and stored in XLEN. Lines 220 and 221 store a 0 in XCNUM to indicate to BASIC.SYSTEM that the command is external, and lines 222–225 store the address where second-stage processing is to be resumed after the input string has been parsed by BASIC.SYSTEM. Next, PBITS and PBITS+1 are set to indicate that file creation is allowed, that the command requires two path names, and that the current prefix should be fetched if none is specified in the command string. Finally, the program exits with the carry flag cleared to tell BASIC.SYSTEM that the command has been identified.

Second-Stage Processing

After BASIC.SYSTEM has parsed the command string, control is passed to line 236. At this point, FBITS and FBITS+1 have been set by BASIC.SYSTEM to indicate which parameters were present in the command string. Lines 236–243 check that two path names were given and exit with a syntax error if not.

Assuming both path names were present, execution continues at PARMOK (line 247), where a GET_FILE_INFO call is made to the MLI (machine-language interface) through the GOSYSTEM vector. This call gets the file information for the source file (the first path name specified in the command string). The file type is checked to make sure it is not a directory or bad block file. (Copying these file types would be meaningless.) If the file is either of these two types, the program exits with a FILE TYPE MISMATCH error.

Next, a new file is created with the file name specified by the second path name in the command line (lines 262–277). If an error occurs during the CREATE attempt, control passes to BADCALL (line 277), where the MLI error is translated to a BASIC.SYSTEM error, the carry flag is set,

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and an RTS instruction transfers control back to BASIC.SYSTEM. If the CREATE is successful, lines 281–289 attempt to obtain a 1K file buffer from the system for use by the destination file. If the attempt is unsuccessful, the NO BUFFERS AVAILABLE error is generated (lines 284–286).

Finally, the rest of free memory (excluding any resident BASIC programs and any variables that may have values assigned to them) is reserved for the file-transfer buffer (lines 294–316). It is desirable to have as large a buffer as possible in order to speed up the copy. If a very large BASIC program is in memory at the time the COPY command is executed, the file will be copied in several passes because only a small amount of it can be read into memory at one time. If there is no BASIC program in memory, even very large files can be copied in one or two passes. If there is less than one free page of memory, all of the buffer space obtained so far is returned to the sys-

tem, and the program exits with the NO BUFFERS AVAILABLE error (lines 302–305).

Now that all the buffers are set up, lines 320–331 open the destination file, and lines 335–337 open the source file. Any errors detected during this process cause the buffer space to be returned to the system and an appropriate error message to be generated. Lines 346–351 call NEWLINE to indicate that no NEWLINE character is to be recognized. The NEWLINE character is used by ProDOS when reading a file to signify the end of a line or record. For example, when reading lines from a text file, the NEWLINE character should be set to \$8D (carriage return). This allows processing of the file line by line. Because it is desirable to read in as much of the file as possible during each pass, the NEWLINE character is disabled by setting the mask byte to 0 (lines 346 and 347).

Lines 361–378 perform the actual transfer. Lines 363 and 364 call the MLI READ routine to read in as much

of the file as possible. An error during the read causes program control to pass to line 366, where the end-of-file condition is checked. If the end of file has been reached, lines 382–401 close both files, free the allocated buffer space, and return control to the system. Otherwise, lines 369–375 write the buffer contents out to the new file and then (assuming no errors were detected during the WRITE) go back for more (line 376). Lines 402–432 are the parameter lists used during the calls to the MLI.

Improvements and Modifications

The most obvious improvement is to allow the use of disk-to-disk copies with a single disk drive. You might also find it useful to allow COPYing a text file to the screen or a printer. Then you would have a general-purpose copy utility, such as CP/M's PIP command.

DDJ

(Listing begins on next page)

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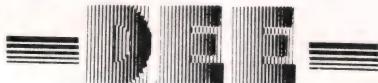
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ProDos Copy Listing (Text begins on page 54)

```

0000:      1      LST  GEN,VSYM
0000:      2 ****
0000:      3 *
0000:      4 *   COPY Command for ProDOS BASIC.SYSTEM
0000:      5 *   by Shawn Day
0000:      6 *
0000:      7 *   Syntax: COPY pathname1,pathname2
0000:      8 *
0000:      9 * This command copies the file specified by
0000:     10 * pathname1, to the file specified by pathname2.
0000:     11 * If pathname2 does not exist, it is created.
0000:     12 * If pathname2 does exist, the command exits
0000:     13 * with a DUPLICATE FILENAME error.
0000:     14 *
0000:     15 *   Apple ProDOS Assembler version 1.0
0000:     16 *
0000:     17 ****
0000: 003C 19 ALL  EQU $3C ;Start address for MOVE
0000: 003D 20 ALH  EQU $3D
0000: 003E 21 A2L  EQU $3E ;End address for MOVE
0000: 003F 22 A2I  EQU $3F
0000: 0042 23 A4L  EQU $42 ;Destination for MOVE
0000: 0043 24 A4H  EQU $43
0000: 0073 25 IIIMEM  EQU $73 ;IIIMEM pointer
0000: 00FC 26 TEMP  EQU $FC ;Temporary storage
0000: 00FD 27 OFFSET EQU $FD ;Offset for relocation code
0000: 00FE 28 PTR   EQU $FE ;Temporary address pointer
0000: 00FF 29 COUNT EQU $FE ;Temporary storage
0000: 0200 30 INUUF  EQU $200 ;Keyboard input buffer
0000: BE06 31 EXTRNCMD EQU $BE06 ;External cmd jmp vector
0000: BE09 32 ERROUT EQU $BE09 ;Print error message
0000: BE50 33 XTPNADOR EQU $BE50 ;External cmd address
0000: BE52 34 XLEN   EQU $BE52 ;Length of cmd string-1
0000: BE53 35 XCNUM  EQU $BE53 ;cmd no. (extrn. cmd = 0)
0000: BE54 36 PDITS  EQU $BE54 ;Command parameter bits
0000: BE56 37 PBITS  EQU $BE56 ;Command parameter bits found
0000: BE6C 38 VPATH1  EQU $BE6C ;Pathname 1 buffer pointer
0000: BE6E 39 VPATH2  EQU $BE6E ;Pathname 2 buffer
0000: BE70 40 GOSYSTEM EQU $BE70 ;Perform MLI call
0000: BE8B 41 BADCALL EQU $BE8B ;Translate MLI error to BI error
0000: BE84 42 SSGINFO EQU $BE84 ;GET_FILE_INFO MLI buffer
0000: BE87 43 FPIACES EQU $BE87 ;Access used by lock/unlock
0000: BE88 44 FIFILIS EQU $BE88 ;File id of disk file
0000: BE89 45 FIAUXID EQU $BE89 ;Aux id
0000: BECE 46 OSYSBUF EQU $BECE ;Buffer for MLI OPEN
0000: BEDE 47 ORFENUM EQU $BED0 ;Reference number of opened file
0000: BEDE 48 NEWLINE  EQU $BED2 ;NEWLINE file reference number
0000: BEDE 49 NLINENL  EQU $BED3 ;NLINENL enable mask and char
0000: BEDE 50 RNRNTNM  EQU $BED6 ;Read file reference number
0000: BEDE 51 RDMDATA EQU $BED7 ;Read buffer
0000: BEDE 52 NCOUNT  EQU $BED9 ;Read (Number of char requested)
0000: BEDE 53 RNRTRANS EQU $BEDB ;Read (Number of char transferred)
0000: BEDE 54 CFRENUM  EQU $BEDE ;Close file reference number
0000: BEF5 55 GETBUFR EQU $BEF5 ;Get buffer from system
0000: BEF8 56 FREEBUFR EQU $BEF8 ;Give buffer back to system
0000: BEFB 57 RSHIMEM  EQU $BEFB ;IIIMEM reset value for FREEBUFR
0000: BF00 58 MLI    EQU $BF00 ;MLI entry point
0000: BF58 59 BITMAP EQU $BF58 ;System bit map table
0000: FE2C 60 MOVE   EQU $FE2C ;Monitor MOVE routine
---- NEXT OBJECT FILE NAME IS COPY
6000: 61      ORG $6000
6000: 62 *
6000: 63 * Installation
6000: 64 *
6000: 65 *
6000: 66 *   Get some space for the COPY code
6000: 67 *   and protect it by updating the system bit map
6000: 68 *
6000: 69      LDA  PAGES   ;Number of pages needed
6003:20 70      JSR  GETBUFR ;Ask the BI for some space
6006:90 71      BCC  GOTSPACE ;We got the space
6008:4C 72      JMP  ERROUT ;Couldn't find space
600B:48 73      GOTSPACE PIA
600C:AE 74      LDX  PAGES   ;Save start address
600F:20 75      PROTECT JSR  BITMAPS ;Number of pages to protect
6012:18 76      CLC
6013:69 77      ADC  #$01 ;Point to next page
6015:CA 78      DEX
6016:D0 79      BNE  PROTECT ;Are we done?
6018:AD 80      LDA  RSHIMEM ;Protect code from FREEBUFR
601B:38 81      SEC
601C:ED 82      SEC  PAGES
601F:8D 83      STA  RSHIMEM
6022:             84 *
6022:             85 * Hook routine into the ProDOS external command vector
6022:             86 *
6022:AE 87      LDX  EXTRNCMD+1 ;Set link to next external command
6025:AC 88      LDY  EXTRNCMD+2 ;or RTS (whichever was already there)
6028:8E 89      STX  LINK#1
602B:8C 90      STY  LINK#2
602E:A9 91      LDA  #>START ;Install the address of the
6030:8D 92      STA  EXTRNCMD+1 ;COPY command handler in the
6033:68 93      PLA  EXTRNCMD+2 ;external command jump vector
6034:48 94      PHA
6035:8D 95      STA  EXTRNCMD+2 ;Save start address for MOVE
6038:             96 *
6038:             97 * Update all non-relocatable references in the COPY code
6038:             98 *
6038:38 99      SEC
6039:E9 100     SBC  #<LINK ;Find offset to be added to all
603B:85 101     STA  OFFSET ;non-relocatable references
603D:A2 102     LDX  #$00 ;Index start of table
603F:A0 103     LDY  #$00
6041:18 104     CLC

```

(Continued on page 60)

**Another in a series of
productivity notes on
MS-DOS™ software
from UniPress.**

**Subject: Multi-window full screen
editor.**

Multiple windows allow several files (or portions of the same file) to be edited simultaneously. Programmable through macros and the built-in compiled MLISP™ extension language.

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|--|-------------|-------|
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| | multi-user | 275 |
| PHACT-query | single-user | 195 |
| | multi-user | 495 |
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| Call for pricing. | | |

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VISA-MASTERCARD-CHECK

Circle no. 92 on reader service card.

ProDos Copy Listing

(Listing continued, text begins on page 54)

```

6042:BD 91 60    105 RELOCATE LDA RELTABLE,X ;Point to non-relocatable reference
6045:d5 FE      106 STA PTR
6047:BD 92 60    107 LDA RELTABLE+1,X
604A:85 FF      108 STA PTR+1
604C:81 FE      109 LDA (PTR),Y ;Add offset to the reference
604E:65 FD      110 ADC OFFSET
6050:91 FE      111 STA (PTR),Y
6052:E8        112 INX
6053:E8        113 INX
6054:1C C7 60    114 CPX TABLESIZE ;Number of references times 2
6057:90 E9 6042  115 BCC RELOCATE
6059:             116 *
6059:             117 * Move the code to its final home
6059:             118 * 
6059:A2 00      119 LDX #>LINK ;Start
605B:A0 61      120 LDY #<LINK
605D:86 3C      121 STX A1L
605F:84 3D      122 STY A1H
6061:A2 AB      123 LDX #>END ;End
6063:A0 62      124 LDY #<END
6065:86 3E      125 STX A2L
6067:84 3F      126 STY A2H
6069:A0 00      127 LDY #$00 ;Destination (Always on a page boundary)
606B:84 42      128 STY A4L
606D:68        129 PLA ;We saved the high byte on the stack
606E:85 43      130 STA A4H
6070:4C 2C FE    131 JMP MOVE ;Y-reg=$00
6073:             132 *
6073:             133 * Subroutine to update system bit map
6073:             134 *
6073:A8        135 BITMAPS TAY ;Save page address
6074:48        136 PHA
6075:8A        137 TXA ;Save X-reg
6076:48        138 PHA
6077:98        139 TYA
6078:4A        140 LSR A ;Restore page address
6079:4A        141 LSR A ;Divide page address by 8
607A:4A        142 LSR A
607B:AA        143 TAX ;Load X-reg with page address/8
607C:98        144 TYA ;Restore page address
607D:29 07      145 AND #$07 ;Kill off the high order bits
607E:A8        146 TAY ;and put it in the Y-reg
6080:A9 00      147 LDA #$00 ;Zero the mask
6082:38        148 SEC ;Prepare to put a 1 into mask
6083:6A        149 BITMAPS1 ROR A ;Rotate carry into mask
6084:88        150 DEY
6085:10 FC 6083  151 BPL BITMAPS1 ;Rotate mask to proper position
6087:1D 58 BF    152 ORA BITMAP,X ;Update the actual bitmap
608A:9D 58 BF    153 STA BITMAP,X
608D:68        154 PLA ;Restore X-reg and A-reg
608E:AA        155 TAX
608F:68        156 PLA
6090:60        157 RTS
6091:             158 *
6091:             159 * Table of non-relocatable references
6091:             160 *
6091:1F 61      161 RELTABLE DW RELOC1+2
6093:24 61      162 DW RELOC2+2
6095:2C 61      163 DW NXTCURR2+2
6097:3E 61      164 DW RELOC3+1
6099:78 61      165 DW FILBLOCK+2
609B:7E 61      166 DW RELOC4+2
609D:84 61      167 DW RELOC5+2
609F:89 61      168 DW RELOC6+2
60A1:8F 61      169 DW RELOC7+2
60A3:95 61      170 DW RELOC8+2
60A5:98 61      171 DW RELOC9+1
60A7:AE 61      172 DW RELOC10+2
60A9:B3 61      173 DW RELOC11+2
60AB:D6 61      174 DW RELOC12+2
60AD:DE 61      175 DW RELOC13+2
60AF:E7 61      176 DW RELOC14+2
60B1:ED 61      177 DW RELOC15+2
60B3:F3 61      178 DW RELOC16+2
60B5:F9 61      179 DW RELOC17+1
60B7:3B 62      180 DW TRANSFER+2
60B9:3E 62      181 DW RELOC18+2
60BB:51 62      182 DW RELOC19+2
60BD:57 62      183 DW RELOC20+2
60BF:5D 62      184 DW RELOC21+1
60C1:74 62      185 DW RELOC22+2
60C3:77 62      186 DW RELOC23+2
60C5:7D 62      187 DW RELOC24+1
60C7:36        188 TABLESIZE DFB TABLESIZE-RELTABLE
60C8: 0038      189 FILLPAGE DS >0-FILLPAGE ;Fill to next page boundary
6100:             190 * The following is the COPY command code.
6100:             192 *
6100:             193 LINK JMP $0000 ;Address planted to next command
6103:02        194 PAGES DFB <END-LINK+256 ;Number of pages occupied
6104:04 43 4F 50 195 CMDSTRU STR "COPY" ;This is the command string
6108:59        196 CMDSTRU STR "copy" ;Accept upper or lower case
610D:79        197 *
610E:             198 * Check to see if the command is COPY. If not,
610E:             199 * then check for next user command, or tell ProDos
610E:             200 * it is not a user command. If it is the COPY
610E:             201 * command, then set up for first stage processing.
610E:             202 *
610E:AD 6C BE    203 START LDA VPATH11 ;Get command line pointer
6111:85 FE      204 STA PTR
6113:AD 6D BE    205 LDA VPATH11+1
6116:85 FF      206 STA PTR+1

```

(Continued on page 62)

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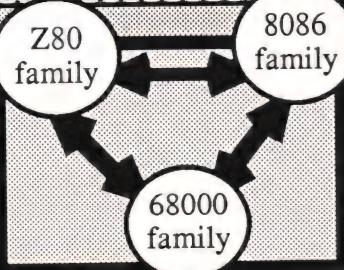
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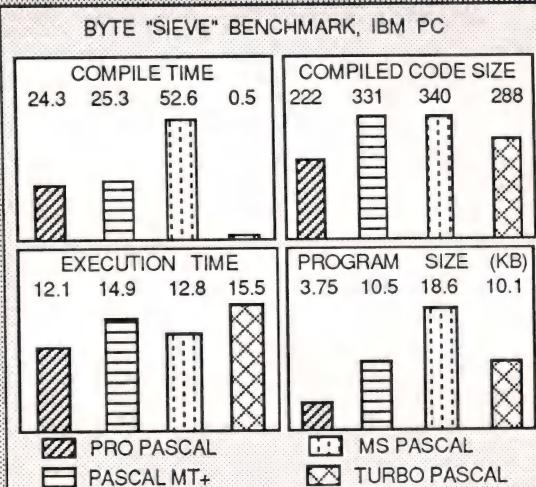
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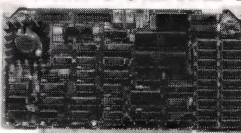
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Circle no. 179 on reader service card.

ProDos Copy Listing

(Listing continued, text begins on page 54)

```

6118:A0 00      207 LDY #500 ;Index command string
611A:C8      208 NXTCCHR INY ;Increment index
611B:BF 0E      209 LDA (PTR),Y ;Get character from input string
611D:04 61      210 RELOC1 CMP CMDSTRU,Y ;Does it match upper case?
6120:F0 08      211 BEQ NXTCHR2 ;If yes
6122:D9 09      212 RELOC2 CMP CMDSTRU,Y ;Does it match lower case?
6125:F0 03      213 BEQ NXTCHR2 ;If yes
6127:38      214 SEC ;Flag match failure
6128:8D 06      215 BCS LINK ;Go to next command in the chain
612A:CC 04      216 NXTCHR2 ;Checked all characters?
612D:D0 ED      217 LNE NXTCHR ;No, so check the next one
612F:88      218 DEY ;Put command length-1 in XLEN
6130:8C 52      219 STY XLEN
6133:A9 00      220 LDA #500 ;Mark command as external
6135:8D 53      221 STA XCNUM
6138:A9 4E      222 LDA #SECOND ;Point to command handler
613A:8D 50      223 STA XTRNADOR
613D:A9 61      224 RELOC3 LDA #SECOND
613F:8D 51      225 STA XTRNADOR+1
6142:A9 0B      226 LDA #$0B ;Allow CREATE, require two pathnames
6144:8D 54      227 STA PBITS
6147:A9 04      228 LDA #$04 ;Fetch prefix, if required
6149:8D 55      229 STA PBITS+1
614C:18      230 CLC ;No errors so far
614D:60      231 RTS ;Return to BASIC.SYSTEM
614E:      232 *-
614E:      233 * COPY second stage processing. First check FBITS
614E:      234 * to see if the proper parameters were present.
614E:      235 *-
614E:AD 56      236 SECOND LDA FBITS ;Parameters found
6151:4A      237 LSR A ;filename found?
6152:90 03      6157 238 BCC SYNEROR ;No, so give error message
6154:4A      239 LSR A ;Second filename found?
6155:80 04      615B 240 BCS PARMSOK ;Yes, so go do command
6157:A9 10      241 SYNEROR LDA #$10 ;Syntax error
6159:38      242 MLIERR SEC ;Set carry to show error
615A:60      243 RETURN RTS ;Return to system
615B:      244 * Both filenames were given, so execute COPY
615B:      245 *-
615B:      246 *-
615B:A9 0A      247 PARMSOK LDA #$0A ;Set up GET_FILE_INFO call
615D:8D 84      248 STA SSGINFO
6160:A9 C4      249 LDA #SC4 ;MLI GET_FILE_INFO code
6162:20 70      250 JSR GOSYSTEM ;Perform the MLI call
6165:80 F3      615A 251 BCS RETURN ;If error, return carry set
6167:AD 88      252 LDA FIFILID ;Get file type
616A:C9 0F      253 CMP #$0F ;Can't copy a directory file
616C:F0 04      6172 254 BEQ MISMATCH
616E:C9 01      255 CMP #$01 ;Can't copy a bad block file
6170:D0 04      6176 256 BNE FILEOK
6172:A9 0D      257 MISMATCH LDA #13 ;FILE TYPE MISMATCH error
6174:D0 E3      6159 258 BNE MLIERR ;Always
6176:      259 * File type is OK
6176:      260 *-
6176:      261 *-
6176:8D 93      62 262 FILEOK STA CRPHILID ;File type for CREATE
6179:AD 89      62 263 LDA PIAUXID ;File aux type for CREATE
617C:8D 94      62 264 RELOC4 STA CRAUXID
617F:AD BA      62 265 STA CRAUXID+1
6182:8D 95      62 266 RELOC5 STA CRAUXID+1
6185:A9 C3      267 LDA #SC3 ;File access (UNLOCKED)
6187:8D 92      62 268 RELOC6 STA CRACCESS ;We have to be able to write!
618A:AD 6E      62 269 LDA VPATH2 ;Pathname for CREATE
618D:8D 90      62 270 RELOC7 STA CRPATH
6190:AD 6E      62 271 LDA VPATH2+1
6193:8D 91      62 272 RELOC8 STA CRPATH+1
6196:20 00      0FF 273 CREATE JSR MLI ;Create the new file
6199:CU      274 DFB $C0 ;MLI CREATE command code
619A:8F 62      275 RELOC9 DW CRPARMS ;CREATE parameter list
619C:90 03      61A1 276 BCC SUCCESS ;CREATE successful
619E:4C 88      62 277 JMP BADCALL ;Translate to BI error code and exit
61A1:      278 * Create a file buffer for the destination file
61A1:      279 *-
61A1:      280 *-
61A1:A9 04      281 SUCCESS LDA #$04 ;1K buffer required
61A3:20 F5      6E 282 JSR GETBUFR ;Get space
61A6:90 04      61AC 283 BCC RELOC10
61A8:A9 0C      284 LDA #$0C ;NO BUFFERS AVAILABLE error
61AA:38      285 SEC
61AB:60      286 RTS
61AC:SD 9F      62 287 RELOC10 STA OPEN2BUF+1
61AF:A9 00      288 LDA #$00 ;Buffer always on page boundary
61B1:8D 9E      62 289 RELOC11 STA OPEN2BUF
61B4:      290 *-
61B4:      291 * Create a transfer buffer for the file
61B4:      292 * Use as much free memory as possible
61B4:      293 *-
61B4:A9 FF      294 TRANSBUF LDA #SPP ;Count how many pages we can get
61B6:85 FE      295 STA COUNT ;Initialize with -1
61B8:E6 FE      296 GETMORE INC COUNT ;Count how many pages
61B8:A9 01      297 LDA #$01 ;Get one page at a time
61B9:20 F5 BE      298 JSR GETBUFR ;Get space
61B9:90 F7      61B8 299 BCC GETMORE ;Keep going until we can't get more
61C1:A5 FE      300 LDA COUNT ;Check how many pages we got
61C3:D0 07      61CC 301 BNE GOTENOUGH ;Any non-zero number is okay
61C5:20 F8 BE      302 JSR FREBUFR ;Give back the allocated memory
61C8:A9 0C      303 LDA #$0C ;NO BUFFERS AVAILABLE error
61CA:38      304 SEC
61CB:60      305 RTS
61CC:8D DA      6E 306 GOTENOUGH STA RWCOUNT+1 ;Save buffer size
61CF:A9 00      307 LDA #$00 ;Length is always an even number of pages
61D1:8D D9      6E 308 STA RWCOUNT
61D4:AD 9F      62 309 RELOC12 LDA OPEN2BUF+1 ;Get start address of buffer
61D7:38      310 SEC

```

(Continued on page 66)

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A. MASTER DATABASE PROGRAM - Generates Pascal Program Code for the following functions.

1. **Add a Record** • Allows both duplicate & unique only keys. • Change the up to 6 fields comprising the primary key and the up to 3 secondary keys at any time during input, and the validity of the keys are checked and the ISAM key files are automatically adjusted.

2. **Delete a Record** - Shows the record to be deleted on the screen and allows you to change your mind about deleting, and then adjusts the keys files automatically for the up to 4 keys. The disk space is reused automatically by the programs.

3. **Edit a Record** - with a key change allowed.

4. **Search Database by Key** - Up to 4 keys-and has a 1 key lookup to find next key in alphabetic order.

5. **For Each Key** - The ability to display the keys on the screen or printer in sorted order.

B. DATA BASE RECOVERY PROGRAM. This program recovers your data base if it is corrupted by a power outage or certain hardware failures.

C. MULTIPLE ISAM FILES - Can be used at the same time in a single program. The generator also produces context sensitive instructions on how to integrate the generated program into your main program.

D. DOCUMENTATION - Print screens and ISAM specifications. Also inline program documentation is generated.

TURBO MENU MASTER

GENERATES 'Ready to Run' Turbo Programs with Dedicated Screens or Windows.

Features: Has Menu Data Base so Its easy to modify menus.

Provides Selection by - (1) **Press of a number**-if you have more than 9 selections then you enter only a single number if the selection is 2-9. (2) **Press of a function key** - if more than 10 selections then can enter use shift function key to get up to 18 selections. (3) **Press the High Lighted Letter** -in the selection description, you choose a letter for each menu selection in the interactive menu generator. (4) **Use the arrow keys** - to point to a menu item & then press return.

Adaptive Screen Colors -Different screen colors are automatically used for color or monochrome display. This allows you to provide a better interface for the user.

Interactive Menu Builder - (1) Allows for the automatic entry & reorder of selections. (2) Offers easy color selection. (3) Allows for choice of procedure, chain, execute or comment code generation for each selection. (4) Has startup Menu that YOU design. (5) Provides for the integrated Display & Control of the Key Lock Status.

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Circle no. 133 on reader service card.

TURBO SCREEN MASTER

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Intelligent Cursor - Computer automatically determines which single/double character to use from the Extended IBM Character set to draw boxes and borders. You just move the cursor where you want the border. The other Screen Systems require that you must tediously choose the correct graphic character.

Extended Variable Names - Allows the use of Structures & Arrays in your variable names and automatically generates the correct declarations and initialization routines. Also you are allowed to declare a field larger than the screen display size.

Provides Three Color Selections Methods - Easy to develop color screen on Monochrome Monitor and to develop Monochrome Screens on the Color Monitor.

Adaptive Screen - Entry colors change automatically depending on what type of screen is in use.

| COMPARISON WITH OTHER PRODUCTS | TURBO SCREEN MASTER | TURBO SCREEN VER . 1.10 | SCREEN SCULPTURE Ver . 1.01 |
|---|---------------------|-------------------------|-----------------------------|
| Border Color Control | YES | NO | NO |
| You Assign Variable Names | YES | NO | YES |
| No cryptic variable names whose names depend on where they appear on screen | | | |
| Range and Date Checks | YES | NO | YES |
| Data Entry Valid Character Set | YES | NO | NO |
| Data Entry Mask | YES | NO | YES |
| Helpful for Profession | | | |
| Screen Input & Validation | | | |
| Initialize Variables to a starting value | YES | NO | YES |
| Data Entry Valid String Set | YES | NO | NO |
| Pascal storage for type of Boolean & Integer | YES | YES | NO |
| Control Capa/Num Look | YES | NO | NO |
| Auto-Initialization of Date/Time | YES | NO | NO |
| User Defined Error & Message Handler | YES | NO | NO |
| Generated program adapts automatically to IBM Screen-Monitor Type | YES | NO | YES |
| Handles Function Keys | YES | NO | NO |
| Help Screen Procedures | YES | YES | NO |
| Optional ISAM Keys Screens Code | | | |
| Generated automatically | YES | NO | NO |
| Turbo Toolkit Included | YES | NO | NO |
| Undo Function | YES | NO | NO |
| Provides Running Time Display | YES | NO | NO |
| Integrated Data Dictionary | YES | NO | NO |
| Auto-start Screen for Screen Generation | YES | NO | NO |
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| <input type="checkbox"/> Turbo Screen Master | \$124.95 | \$89.95 |
| <input type="checkbox"/> Turbo ISAM Master | \$149.95 | \$124.95 |

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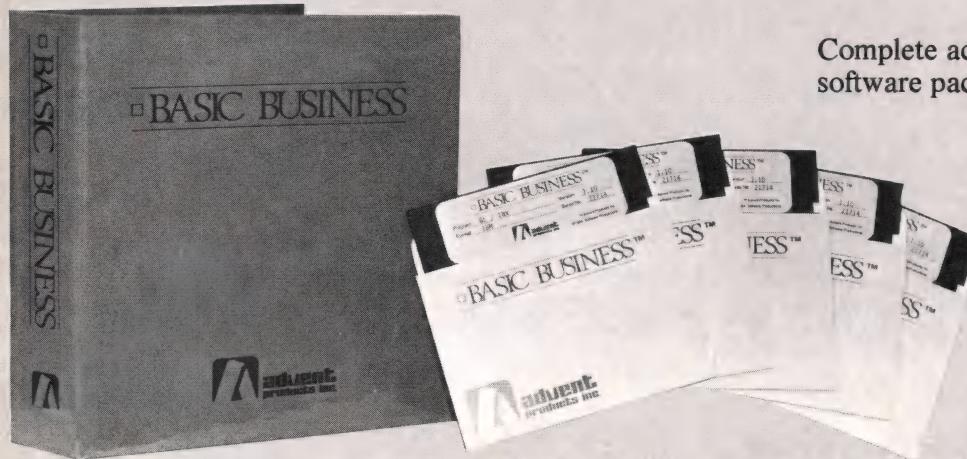
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ProDos Copy Listing

(Listing continued, text begins on page 54)

```

61D8:E5 FE      311      SBC COUNT
61DA:BD D8 BE    312      STA RWDATA+1 ;Save buffer start address
61DD:BD A4 62    313      RELOC13 STA WR2BUF+1
61E0:A9 00       314      LDA #$00 ;Buffer starts on a page boundary
61E2:BD D7 BE    315      STA RWDATA
61E5:BD A3 62    316      RELOC14 STA WR2BUF
61E8:          317 *      Open the destination file
61E8:          318 *      Open the destination file
61E8:          319 *      Open the destination file
61E8:AD 6E BE    320      LDA VPATH2 ;Pathname pointer
61ED:BD 9C 62    321      RELOC15 STA OPEN2PATH
61EE:AD 6F BE    322      LDA VPATH2+1
61F1:BD 9D 62    323      RELOC16 STA OPEN2PATH+1
61F4:20 00 BF    324      JSR MLI ;Perform MLI call
61F7:C8          325      DBF $C8 ;MLI OPEN command code
61F8:9B 62       326      RELOC17 DW OPEN2PARM
61FA:90 08 6204  327      BCC OPENSRC ;No errors, so open the source file
61FC:48          328      PIA
61FD:20 F8 BE    329      JSR FREEBUF ;Save error code
6200:68          330      PLA
6201:4C 8B BE    331      JMP BADCALL ;Release buffer
6204:          332 *      ;Restore error code
6204:          333 *      ;Translate error code and exit
6204:          334 *      Open source file
6204:A5 74       335      OPENSRC LDA HIIMEM+1 ;Get buffer start
6206:BD CF BE    336      STA OSYSBUF+1 ;(use general purpose buffer)
6209:A9 00       337      LDA #$00 ;Buffer always on a page boundary
620B:BD CE BE    338      STA OSYSBUF
620E:A9 C8       339      LDA #$C8 ;MLI open code
6210:20 70 BE    340      JSR GOSYSTEM ;Perform the MLI call
6213:BD 1D 6232  341      BCS ERRORET ;Exit if error detected
6215:AD DO BE    342      LDA OREFNUM ;Set up file reference number
6218:BD D2 BE    343      STA NEWLINE ;For NEWLINE call
621B:BD 6E BE    344      STA RWRPNUM ;For READ call
621E:BD DE BE    345      STA CPWRPNUM ;For CLOSE call
6221:A9 00       346      LDA #$00 ;Set up NEWLINE call
6223:BD D3 BE    347      STA NLINENIL ;to disable NEWLINE char
6226:A9 0D       348      LDA #$0D ;Non-zero
6228:BD D4 BE    349      STA NLINENBL+1
622B:A9 C9       350      LDA #$C9 ;MLI NEWLINE code
622D:20 70 BE    351      JSR GOSYSTEM ;Perform the MLI call
6230:90 07 6239  352      BCC TRANSFER ;If no errors detected
6232:48          353      ERRORET PIA ;Save error code
6233:20 65 62    354      JSR CLEANUP ;Close files and free buffer
6236:68          355      PLA
6237:38          356      SEC
6238:60          357      RTS ;Flag error
6239:          358 *      ;Return to system
6239:          359 *      Both files are now open so perform transfer
6239:          360 *      Both files are now open so perform transfer
6239:AD A0 62    361      TRANSFER LDA OPEN2REF ;Set up WRITE file reference number
623C:BD A2 62    362      RELOC18 STA WR2REF
623F:A9 CA       363      XFERLOOP LDA #SCA ;MLI READ code
6241:20 70 BE    364      JSR GOSYSTEM ;Perform the MLI call
6244:90 06 624C  365      BCC XFERIOR ;No errors
6246:C9 05       366      CMP #$05 ;End of file?
6248:F0 1B 6265  367      BBQ CLEANUP ;Yes, so clean up and exit
624A:AD E6 6232  368      BNC ERRORET ;Exit with appropriate error
624C:AD DB BE    369      XFEROK LDA RWTRANS ;Number of bytes transferred
624F:8D A5 62    370      RELOC19 STA WR2REQ ;Request to write these bytes
6252:AD DC BE    371      LDA RWTRANS+1
6255:BD A6 62    372      RELOC20 STA WR2REQ+1
6258:20 00 BF    373      JSR MLI ;Write the data to the destination file
625b:CB          374      DPW $CB ;MLI WRITE code
625c:A1 62       375      RELOC21 DW WR2PARMS
625e:90 DF 623F  376      BCC XFERLOOP
6260:20 8B BE    377      JSR BADCALL ;Translate to BI error code
6263:BD CD 6232  378      BCS ERRORET ;Always
6265:          379 *      -----
6265:          380 * Close open files and free the allocated buffer space
6265:          381 * -----
6265:A9 00       382      CLEANUP LDA #$00 ;Default to no errors detected
6267:85 FC       383      STA TEMP
6269:A9 CC       384      LDA #$CC ;MLI CLOSE code
626B:20 70 BE    385      JSR GOSYSTEM ;Close source file
626E:90 02 6272  386      BCC RELOC22 ;If no error detected
6270:85 FC       387      STA TEMP ;Update error
6272:AD A0 62    388      RELOC22 LDA OPEN2REF ;Close destination file
6275:BD AA 62    389      RELOC23 STA CLOSE2REF
6278:20 00 BF    390      JSR MLI ;Perform the MLI call
627B:CC          391      DBF $CC ;MLI CLOSE code
627C:A9 62       392      RELOC24 DW CL2PARMS ;CLOSE parameter list
627E:90 05 6285  393      BCC FREE ;If no error detected
6280:20 8B BE    394      JSR BADCALL ;Translate to BI error
6283:85 FC       395      STA TEMP ;Update error
6285:20 F8 BE    396      JSR FREEBUF ;Deallocate file buffer
6288:18          397      CLC ;Default to no errors detected
6289:A5 FC       398      LDA TEMP ;Error code in A
628B:F0 01 628E  399      BBQ RET ;Zero if no errors
628D:38          400      SEC ;Flag error
628E:60          401      RET RTS
628F:          402 *      -----
628F:          403 * Parameter list for CREATE
628F:          404 *      -----
628F:07          405      CRPARMS DFB $07 ;Parameter count
6290:0002        406      CRPATH DS 2 ;Pointer to pathname
6292:0001        407      CRACCESS DS 1 ;Access permitted byte
6293:0001        408      CRFILEID DS 1 ;File type
6294:0002        409      CRAUXID DS 2 ;File aux type
6296:01          410      DBF $01 ;Standard file (Not directory)
6297:00 00        411      CRDATE DFB $00,$00 ;Create date
6299:00 00        412      CRTIME DFB $00,$00 ;Create time
629B:          413 *      -----
629B:          414 * Parameter list for OPEN
629B:          415 *      -----

```

(Continued on page 68)

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ProDos Copy Listing

(Listing continued, text begins on page 54)

```

629B:03    416 OPEN2PARM DFB $03      ;Parameter count
629C:    0002 417 OPEN2PATH DS 2       ;Pointer to pathname
629E:    0002 418 OPEN2BUF DS 2       ;Pointer to I/O buffer
62A0:    0001 419 OPEN2REF DS 1       ;File reference number
62A1:    420 *
62A1:    421 * Parameter list for WRITE
62A1:    422 *
62A1:    423 WR2PARMS DFB $04      ;Parameter count
62A2:    0001 424 WR2RSF DS 1       ;File reference number
62A3:    0002 425 WR2BUF DS 2       ;File transfer buffer
62A5:    0002 426 WR2REQ DS 2       ;Number of bytes to transfer
62A7:    0002 427 WR2TRANS DS 2       ;Number of bytes transferred
62A9:    428 *
62A9:    429 * Parameter list for CLOSE
62A9:    430 *
62A9:    431 CL2PAMS DFB $01      ;Parameter count
62A9:    0001 432 CLOSE2REQ DS 1       ;File reference number
62AB:    62AB 433 END EQU *

```

| | | | |
|----------------|----------------|----------------|----------------|
| 3D A1H | 3C ALL | 3F A2H | 3E A2L |
| 43 A4H | 42 A4L | BEB8 BADCALL | 6083 BITMAPS1 |
| 6073 BITMAPS | BF58 BITMAP | BEDE CFREFNUM | 62A9 CL2PARMS |
| 6265 CLEANUP | 62AA CLOSE2REF | 6109 CMDSTRL | 6104 CMDSSTRU |
| FE COUNT | 6292 CRACCESS | 6294 CRAUXID | 76297 CRDATE |
| 76196 CREATE | 6293 CRFLILID | 6298 CRPARMS | 6290 CRPATH |
| 76299 CRTIME | 62A1 END | 6232 ERRORRET | BE09 ERROUT |
| BE06 EXTRNCND | BE56 FBI1'S | BE87 FIACCESS | BE99 FIAUXID |
| BE88 FILILID | 6176 FILEOK | 60C8 FILLPAGE | BE28 FREBUFR |
| 6285 FREE | BF05 GETBUFR | 61B8 GETMORE | BE70 GOSYSTEM |
| 61CC GOTENOUGH | 600B GOTSPACE | 73 HIMEM | 70200 INBUF |
| 6100 LINK | 6172 MISMATCH | BF00 MLI | 6159 MLJERR |
| FE2C MOVE | BE02 NEWLREF | BE03 NLINENBL | 611A NXICHR |
| 612A NXTCCHR2 | FD OFFSET\ | 629B OPEN2BUF | 629B OPEN2PARM |
| 629C OPEN2PATH | 62A0 OPEN2REF | 6204 OPENSRC | BE00 OREFNUM |
| BECE OSYSBUF | 6103 PAGES | 61B5 PARMSOK | BE54 PBITS |
| 600F PROTECT | FE PTR | 61AC RELOC10 | 61B1 RELOC11 |
| 61D4 RELOC12 | 61E5 RELOC14 | 61D1 RELOC1 | 61D0 RELOC13 |
| 61EB RELOC15 | 61F1 RELOC16 | 61F8 RELOC17 | 623C RELOC18 |
| 624F RELOC19 | 6255 RELOC20 | 625C RELOC21 | 6272 RELOC22 |
| 6275 RELOC23 | 6122 RELOC2 | 627C RELOC24 | 613D RELOC3 |
| 617C RELOC4 | 6182 RELOC5 | 6187 RELOC6 | 618D RELOC7 |
| 6193 RELOC8 | 619A RELOC9 | 6042 RELOCATE | 6091 RELTABLE |
| 628E RET | 615A RETURN | BEFB PSHIMEM | BE09 RSCOUNT |
| BED7 RDATA | BED6 RWREFNUM | BE0B RWTRANS | 614E SECOND |
| BE84 SSGINFO | 610E START | 61A1 SUCCESS | 6157 SYNERRO |
| 60C7 TABLESIZE | FC TEMP | 761B4 TRANSBUF | 6239 TRANSFER |
| BE6C VPATH1 | BE66 VPATH2 | 62A3 WR2BUF | 62A1 WR2PARMS |
| 62A2 WR2REF | 62A5 WR2REQ | 762A7 WR2TRANS | BE53 XCNUM |
| 623F XFERLOOP | 624C XFEROK | BE52 XLEN | BE50 XTRNADDR |

| | | | |
|----------------|----------------|----------------|----------------|
| 3C ALL | 3D A1H | 3E A2L | 3F A2H |
| 42 M1L | 43 A4H | 73 HIMEM | FC TEMP |
| FD OFFSET | FE PTR | FE COUNT | 70200 INBUF |
| 600B GOTSPACE | 600F PROTECT | 6042 RELOCATE | 6073 BITMAPS |
| 6083 BITMAPS1 | 6091 RELTABLE | 60C7 TABLESIZE | 60C8 FILLPAGE |
| 6100 LINK | 6103 PAGES | 6104 CMDSSTRU | 6109 CMDSSTRU |
| 610E START | 611A NXTCCHR | 611D RELOC1 | 6122 RELOC2 |
| 612A NXTCCHR2 | 613D RELOC3 | 614E SECOND | 6157 SYNERRO |
| 6159 MLJERR | 615A RETURN | 615B PARMSOK | 6172 MISMATCH |
| 6176 FILEOK | 617C RELOC4 | 6182 RELOC5 | 6187 RELOC6 |
| 618D RELOC7 | 6193 RELOC8 | 76196 CREATE | 619A RELOC9 |
| 61A1 SUCCESS | 61AC RELOC10 | 61B1 RELOC11 | 761B4 TRANSBUF |
| 61B8 GETMORE | 61CC GOTENOUGH | 61D4 RELOC12 | 61D0 RELOC13 |
| 61E5 RELOC14 | 61EB RELOC15 | 61F1 RELOC16 | 61F8 RELOC17 |
| 6204 OPENSRC | 6232 ERRORRET | 6239 TRANSFER | 623C RELOC18 |
| 623P XFERLOOP | 624C XFEROK | 624F RELOC19 | 6255 RELOC20 |
| 625C RELOC21 | 6265 CLEANUP | 6272 RELOC22 | 6275 RELOC23 |
| 627C RELOC24 | 6285 FREE | 628E RET | 628F CRPARMS |
| 6290 CRPATH | 6292 CRACCESS | 6293 CRFLILID | 6294 CRAUXID |
| 76297 CRDATE | 76299 CRTIME | 629B OPEN2PARM | 629C OPEN2PATH |
| 629B OPEN2BUF | 62A0 OPEN2REF | 62A1 WR2PARMS | 62A9 CL2PARMS |
| 62A3 WR2BUF | 62A5 WR2REQ | 762A7 WR2TRANS | 62A9 CL2PARMS |
| 62AA CLOSE2REF | 62AB END | BE06 EXTRNCND | BE09 ERROUT |
| BE50 XTRNADDR | BE52 XLEN | BE53 XCNUM | BE54 PBITS |
| BE56 FBI1'S | BE6C VPATH1 | BE6E VPATH2 | BE70 GOSYSTEM |
| BE88 BADCALL | BE14 SSGINFO | BE87 FIACCESS | BE99 FIAUXID |
| BE99 FIAUXID | BECE OSYSBUF | BEDE OREFNUM | BE09 ERROUT |
| BE03 NLINENBL | BE06 RWREFNUM | BE07 RDATA | BE09 RSCOUNT |
| BE08 RWTRANS | BE08 GETBUFR | BE05 MLI | BE08 FREBUFR |
| BE00 MLI | BF58 BITMAP | | FE2C MOVE |

** SUCCESSFUL ASSEMBLY := NO ERRORS
 ** ASSEMBLER CHEATED ON 15-JAN-84 21:28

** TOTAL LINES ASSEMBLED 433

** FREE SPACE PAGE COUNT 79

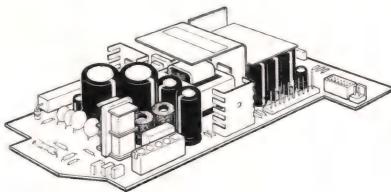
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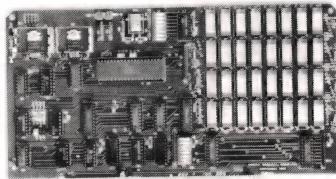
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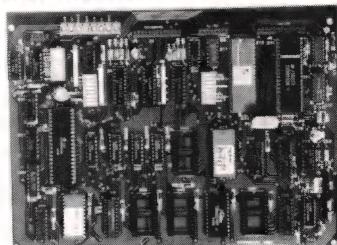
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CP/M-68K Conditional Batch Processing

by Roger E. Donais

Anyone who uses batch processing is certain to recognize the value of conditional instructions. A few basic submit statements, such as SKIPIF, PAUSEIF, and ABORTIF have been added to CP/M-80 in the past. These instructions make it possible for compiling, assembling, and linking to be handled by a single submit file that is smart enough to stop the process if any phase should fail.

CP/M-68K and CP/M-80 are similar in many ways. In fact, files and programs can share the same disk without adverse consequences. They are, however, as different as the processors they support. Because CP/M-80 creates a working copy of a submit file, that file becomes the natural target for implementing batch control

gramming effort by taking advantage of the parsing done by the CCP, and yet present a recognizable form of conditional statement.

IF <parameter> <condition>
. <action> /\$\$\$\$/ <statement>

Condition: The first four characters taken from the file-name field of the file control block created by the CCP are used to identify the condition to be tested. An asterisk may be appended to indicate that the complementary condition is to be used.

AMBIG tests for an ambiguous parameter (wildcards).

EXISTS tests for an existing file.

EMPTY tests for an empty file or nonexistent file.

A simple "if" can greatly speed the software development process.

functions. On the other hand, CP/M-68K stores the expanded file in memory. The fact is that a direct approach would require more knowledge about the undocumented aspects of CP/M-68K than can be acquired in an evening!

IF.68K (Listing One, page 72) began as two outlines. The first listed what was wanted and the other described how it would be accomplished. One pencil later the following compromise was reached:

Syntax: The conditional statement is structured so as to minimize pro-

NULL tests for an undefined parameter.

Actions: The first character taken from the file-type field of the same file control block is used to identify the desired action. An asterisk may again be appended to indicate that the complementary action is to be taken.

S(kip) ignores the statement following /\$\$\$\$/.

Q(uit) aborts submit file processing.

P(ause) prompts for operator assistance.

The double-slash quad-dollar-sign token separates the conditional statement from the executable CP/M com-

Roger E. Donais, 7506 Republic Ct.,
Alexandria, VA 22306

mand tail. When the submit file is expanded, a dollar sign is used as the leading character to signal formal parameter replacement. If the next character is not an ASCII digit, the character is written to the expanded output and no replacement is performed. This simply means that we use four dollar signs in the submit file but have the program search for only two.

One disadvantage with this compromise approach is that CP/M-68K will pass only one command. This limits the range of the conditional statement to one CP/M-68K command. It's bad enough that the same conditional statement has to be entered over and over again in order to control a range of commands, but the aggravation of watching it reload each time is just too much!

With a little camouflage, CP/M can be tricked into passing more than one command. The best character seems to be a semicolon. Very few programs dare use this character because it marks the beginning of a comment. This makes it a prime candidate for an alternate command separator. It affects very few programs and conceals its true intent from CP/M, and our program need only replace these bogus separators with the exclamation marks that CP/M-68K expects to find.

The problem with this wonderful logic is that CP/M-68K seems to stop building the command tail after it finds a semicolon. Because the basic technique could use any character, a backslash became the next choice. Although the entire command tail is passed, the chain function does not protect the referenced line but leaves it where it is. It doesn't take much imagination to realize what happens when the default buffer is overwritten. So we are limited to using it with built-in commands and the aggravation of using only one external command.

Let's look at the resulting kludge. The program starts by looking for an action character in the second file control block. If it fails to find a match, as would be the case with a null parameter, it flips a switch before testing the first file control block. Control is then transferred ac-

cording to the indicated action.

Each action begins by making a call to evaluate the condition. This evaluation ends with a jump that complements the original condition according to a NOT condition and a NOT action request. This is definitely a kludge that capitalizes upon the parsing and setup done by the CCP. The file-name and file-type fields are

normally padded with spaces (an even \$20). The presence of an asterisk (CP/M wildcard) changes the padding character to a question mark (an odd \$3F). The code uses this even/odd fill character to blindly obtain the desired state.

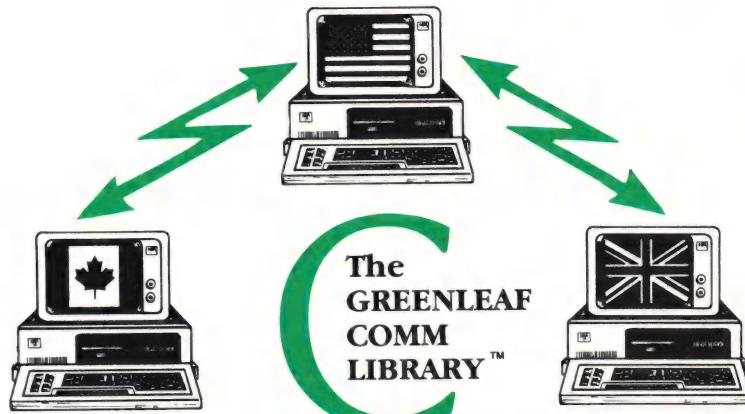
The two complementary labels, TRUE and FALSE, are truly illusory. What began as a simple matter

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of going to one or the other, based upon the resulting condition, turned into quite a nightmare. At times it seemed that neither one was right. Had they been ZIP and ZAP they might not have confused the issue so much. Debugging eventually reached a point where I would no longer look at them or at the remarks. It became, "Well, it's BEQ now, so let's try BNE" or "target is TRUE, so try FALSE!" It became worse regardless of what I tried. Finally, everything was wrong. That made it easy. TRUE became FALSE and FALSE became TRUE. I no longer care how it looks nor if it makes sense. It works and that is the end of it!

A skip is performed by merely ending the program and returning to the CCP. The command is executed by invoking the CP/M-68K chain function after replacing all semicolons

with exclamation marks.

There may be a more direct way to abort than the method used. Programs, however, evolve according to a programmer's knowledge and imagination. My 68000 and CP/M-68K knowledge is very limited, so that left only imagination. The *CP/M User's Guide* says that a submit statement contained in a submit file would transfer control if the referenced file exists. Otherwise the statement would be ignored and processing would resume with the next statement in the current file.

The solution is obvious: invoke an existing, empty submit file—*et voilà!* The actual code goes one step more. It creates a submit file with a single instruction that subsequently erases itself. The result may not be fast, but it does abort without having to keep more junk on the disk.

Yes, the whole thing has the potential to be fooled and foiled. But if you remain within the guidelines and don't wander beyond its incomplete parsing and blind processing, it performs exactly as intended. The crazy little submit file in Listing Two (page 82) may well be the world's slowest ERAQ, but it does provide an example to demonstrate the performance of IF.68K. The additional example in Listing Three (page 82) not only conditionally assembles and links the modules of an assembly project but also copies the changed source files from a RAM disk to floppy. Naturally, execution speed is improved by loading IF.68K from a RAM disk rather than floppy.

DDJ

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CP/M-68K (Text begins on page 70)

Listing One

```
*****
* PROGRAM: IF.68K           LAST UPDATE: 10 Mar 85 *
* PURPOSE: PROVIDE BASIC CONTROL FOR CP/M-68k SUBMIT FACILITY *
* AUTHOR: Roger E. Donais    TEL: (703) 765-0615 *
*          7506 Republic Ct. *
*          Alexandria, VA 22306 *
* UPDATE LOG: *
* 1.2 10 Mar 85 --- Replaced non-working semi-colon with *
*          back-slash as command separator and *
*          added ^Z check for empty file ...red *
* 1.1 14 Nov 84 --- Added semi-colon as multiple command *
*          separator           ...red *
* 1.0 11 Jul 84 *
* ****
* SYNTAX:
* IF <Filename> <Condition>.<Action> /$$$$/ <statement>
* CONDITION IS: AMBIG - TO TEST FOR AMBIGIOUS FILESPEC *
* EXIST - TO TEST FOR AN EXISTING FILE *
* EMPTY - TO TEST FOR AN EMPTY FILE *
* NULL - TO TEST FOR A NULL PARAMETER *
* ACTION IS: S - TO SKIP STATEMENT PART OF COMMAND LINE *
* Q - TO QUIT SUBMIT FILE PROCESS *
* P - TO PAUSE FOR OPERATOR ASSISTANCE *
* STATEMENT IS ANY VALID CP/M COMMAND *
* NOTE: AN ASTERISK (*) MAY BE APPENDED TO THE CONDITION *
* AND/OR THE ACTION TO INDICATE NEGATION. AMBIG*
* WOULD thus TRANSLATE "NOT AMBIGIOUS" AND Q* WOULD *
* TRANSLATE "DO NOT QUIT". *
```

(Continued on page 74)

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| sieve | 12 | 11 | 13 | 11 | 12 |
| fib | 43 | 58 | 46 | 109 | — |
| deref | 14 | 13 | — | 10 | 11 |
| matrix | 22 | 29 | 27 | 28 | 29 |

1. Computer Language, Feb., 1985. Reproduced with permission.

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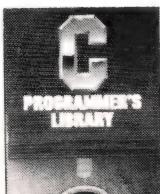


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This best seller walks you through the C language in an easy-to-read manner. All aspects of the language are covered, including many of the new ANSI Standards suggestions. Many of the error messages issued by the Eco-C88 compiler reference page numbers in this text making an ideal learning environment.

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Listing One

```

*
* MULTIPLE COMMANDS MAY BE SEPARATED BY SEMI-COLONS, AN *
* EXCLAMATION MARK (!) OR END OF LINE ENDS STATEMENT.   *
*
***** CP/M FUNCTION DEFINITIONS *****
* CP/M FUNCTION DEFINITIONS
bdos      equ 2
fnABORT   equ 0
fnCINP    equ 1
fnCOUT    equ 2
fnPRINT   equ 9
fnRESET   equ 13
fnOPEN    equ 15
fnCLOSE   equ 16
fnDELETE  equ 19
fnREAD    equ 20
fnWRITE   equ 21
fnCREATE  equ 22
fnDMA     equ 26
fnCHAIN   equ 47

.page
* MISC CONSTANTS
FCB1      equ $5C          1st CP/M File Control Block
FCB2      equ $38          2nd CP/M File Control Block
NAM1      equ FCB1+1        1st FCB File Name field
NAM2      equ FCB2+1        2nd FCB File Name field
TYP1      equ NAM1+8        1st FCB File Type field
TYP2      equ NAM2+8        2nd FCB File Type field
BUFF      equ $80          Default CP/M Buffer / Command Line
SIZE      equ $0F+FCB1      CP/M File Size (Sector Count) FOR FCB1

*****
* PHASE-1 --- PROCESS (P)AUSE), (S)KIP and (Q)UIT PARAMETERS
MOVE.L  4(A7),A6          A6 Contains Base Page
LEA     128(A6),A3          DEFAULT BUFFER
MOVE.B  TYP2(A6),D0          Get Action Character - 2nd FCB
RETRY:
  CMP.B  #'S',D0
  BEQ   SKIP
  CMP.B  #'Q',D0
  BEQ   QUIT
  CMP.B  #'P',D0
  BEQ   PAUSE
  MOVE.B TYP1(A6),D0          Get Action Character - 1st FCB
  EOR #1,NULLFLG
  BNE   RETRY
ERROR:
  MOVE.L #MESSAGE,A1
ERROR1:
  MOVE.B (A1)+,D1
  BEQ   ERROR2
  EXT   D1
  MOVE #fnCOUT,D0
  TRAP #bdos
  BRA   ERROR1
ERROR2:
  MOVE #fnABORT,D0
  TRAP #bdos

NULLFLG:
  DC.W 0000

.page
* PHASE-2 --- PROCESS AMBIG, EXISTS, EMPTY and NULL PARAMETERS
COMPARE:
  MOVE #4-1,d0          4 Character token count
  LEA   NAM2(A6),A0          Get Token address
  TST   NULLFLG

```

```

BEQ L1
LEA NAM1(A6),A0
L1:   LSL.L #8,D2          Make room for next character
MOVE.B (A0)+,D2          and load it
DBRA D0,L1              Repeat for all 4-characters

MOVE.L #TABLE,A0
MOVE #4-1,D0
MOVE.L (A0)+,D1
CMP.L D2,D1
BEQ JUMP
ADDA #4,A0
DBRA D0,L2
L3:   ADDA #4,A7
BRA ERROR

JUMP:
TST NULLFLG
BEQ JMP1
TST D0
BNE L3
JMP1: MOVE.L (A0),A0
      JMP (A0)

.page
***** * SKIP COMMAND TAIL IF CONDITION TRUE
      BSR COMPARE
      BNE CHAIN          Execute Command Tail if FALSE
EXIT:  RTS               and Ignore if TRUE

***** * QUIT (ABORT) SUBMIT IF CONDITION TRUE
      BSR COMPARE
      BNE CHAIN          Ignore Command Tail if FALSE
ABORT:
MOVE.L #ABORTMSG,D1
MOVE #fnPRINT,D0
TRAP #bdos

```

(Continued on next page)

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Listing One

```

MOVE    #fnRESET,D0
TRAP    #bdos      Make Certain Drive A: is R/W
MOVE.L  #ABORTREC,D1
MOVE    #fnDMA,D0   Setup for File Output
TRAP    #bdos
MOVE.L  #ABORTFCB,D1
MOVE    #fnDELETE,D0 Delete any '$$ABORT.SUB' File
TRAP    #bdos
MOVE    #fnCREATE,D0 Then make a new one
TRAP    #bdos
MOVE    #fnWRITE,D0 Fill it
TRAP    #bdos
MOVE    #fnCLOSE,D0 Close it
TRAP    #bdos
MOVE.L  #ABORTSUB,D1 and Chain to it
BRA     CHAIN1

```

```

*****
PAUSE: * PAUSE IF CONDITION TRUE
        BSR COMPARE
        BNE CHAIN          EXECUTE W/O STOPPING IF FALSE
X9:
MOVE.L #PROMPT,D1
MOVE #fnPRINT,D0
TRAP #bdos
MOVE #fnCINP,D0

```

(Continued on page 78)

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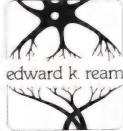


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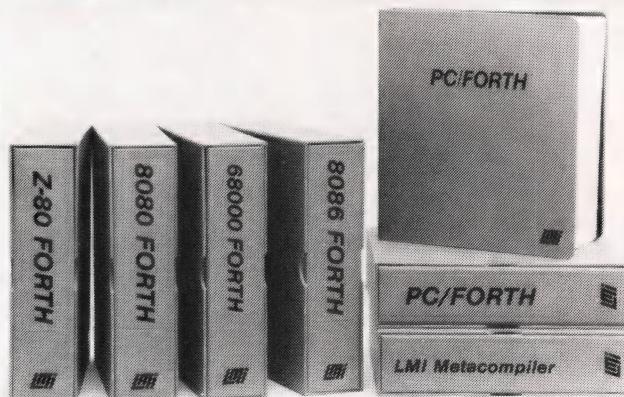
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Listing One

```

TRAP #bdos
AND #$5F,D0           Force upper case
CMP.B #'Q',D0
BEQ ABORT             Quit on "Q"
CMP.B #'S',D0
BEQ EXIT               Skip on "S"
CMP.B #'C',D0
BNE X9                And continue on "C"

.page
CHAIN: * CHAIN TO COMMAND TAIL

ADD    #BUFF,A6        Point to command line
MOVE.B (A6)+,D0        Get command length
EXT   D0

X5:   DBRA D0,X6        Ignore Statement if Command
      RTS                 Tail cannot be found

X6:   CMP.B #'/',(A6)+  Look for leading slash
      BNE X5

      CMP.B #' ',-2(A6)  Insure that the previous
      BEQ X7              character was either
      CMP.B #9,-2(A6)    a space or tab
      BNE X5

X7:   CMP.B #'$',(A6)+  The Original four dollar
      BNE X5              signs will appear
      CMP.B #'$',(A6)+  as only two, so
      BNE X5              check for 2 $'s

      CMP.B #'/',(A6)+  Check for trailing slash
      BNE X5

      CMP.B #' ',(A6)+  And finally delimiting
      BEQ X8              space or tab
      CMP.B #9,-1(A6)
      BNE X5

X8:   * So we got the command tail. Let's take a quick break
* and repalce all semicolons with exclamation marks.

      move.l A6,A1        copy pointer and
      move D0,D1           character count,
      bra Y10              then begin search

Y9:   move.b #'!',-1(A1)

Y10:  cmp.b #"\\",(A1)+  search until eol or '\'
      dbeq D1,Y10          substitute & continue if '\'

      SUB #1,A6
      ADD #1,D0
      MOVE.B D0,(A6)
      MOVE.L A6,D1

CHAIN1: MOVE #fnDMA,D0
        TRAP #bdos
        MOVE #fnCHAIN,D0
        TRAP #bdos

*****  

OPEN:
      MOVE.L A6,D1        Base page to D1
      ADD.L #FCBL,D1       and step to fcb
      MOVE #fnOPEN,D0
      TRAP #bdos
      CMP.B #$FF,D0        Set flags on open file
      RTS

.page
NULL1: CMP.B #$20,NAM1(A6)  Test for no file name
      BNE TRUE

```

(Continued on page 80)

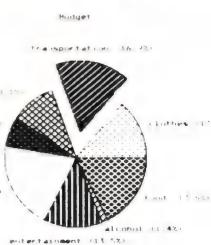
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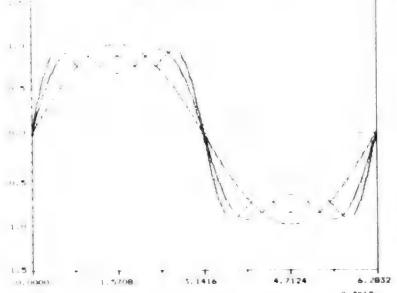
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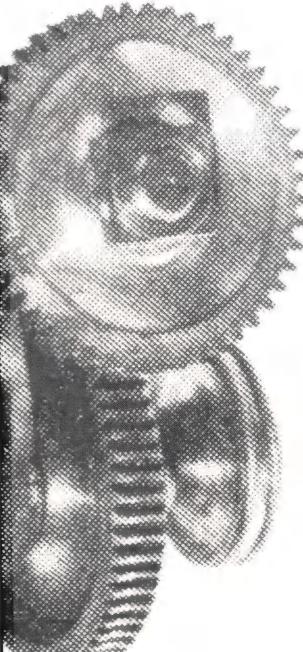
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Listing One

```

FALSE: MOVE #0,D0           Start with FALSE
       BRA TOGGLE

TRUE:  MOVE #1,D0           Start with TRUE
TOGGLE: EOR.B D0,TYP2-1(A6)   TOGGLE "NOT CONDITION"
        MOVE.B TYP2-1(A6),D0
        EOR.B D0,TYP2+2(A6)
        BTST #0,TYP2+2(A6)    FLAG RESULT
        RTS

*****  

NULL: * TEST FIRST FCB FOR NULL PARAMETER

TST NULLFLG      If FCB2 is in use the
BEQ NULL1        Condition is FCB1 Filename
EOR.B D0,TYP1-1(A6)
MOVE.B TYP1-1(A6),D0
EOR.B D0,TYP1+2(A6)
BTST #0,TYP1+2(A6)
RTS

*****  

EMPTY: * TEST FIRST FCB FOR NULL, NON-EXISTANT OR EMPTY FILE

CMP.B #20,NAM1(A6)    NO FILE NAME IS EMPTY FILE
BEQ FALSE
BSR OPEN             NON-EXISTANT IS ALSO EMPTY
BEQ FALSE
MOVEQ #fnREAD,D0
TRAP #2
TST D0

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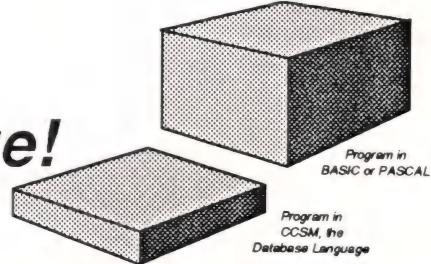
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```

        BNE FALSE          NO RECORD == EMPTY FILE
        CMP.B #\$1A,(A3)
        BEQ FALSE          ^Z MUST BE EMPTY ASCII FILE
        BRA TRUE

*****
EXIST: * TEST FIRST FCB FOR EXISTING FILE

        BSR OPEN
        BNE FALSE          File not Found Therefore Non-Existant
        BRA TRUE           otherwise it's naturally there

*****
AMBIG: * TEST FIRST FCB FOR AMBIGIOUS NAME OR TYPE

        MOVE #11-1,D0      Test 8-Char NAME + 3-Char TYPE
X4:   CMP.B #'?',NAML(A6,D0)
        DBEQ D0,X4
        BNE TRUE           Contains "?" Therefore Ambigious
        BRA FALSE

.page
*****
***** DATA STORAGE AREA *****
TABLE DC.B 'AMBI'
DC.L AMBIG
DC.B 'EMPT'
DC.L EMPTY
DC.B 'EXIS'
DC.L EXIST
DC.B 'NULL'
DC.L NULL
*****
```

ABORTSUB:
DC.B 10,'A:\$\$\$ABORT',0
ABORTREC:
DC.B 'ERA A:\$\$\$\$\$ABORT.SUB', \$D, \$A

(Continued on next page)

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Listing One

```

DC.L ' ;SUBMIT FILE PROCESSING ABORTED ', $D, $A, $1A
ABORTFCB:
  DC.B 1,'$$$$ABORTSUB'
  DC.B 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
ABORTMSG
  DC.B $D, $A, 'ABORTING ...$'

PROMPT:
  DC.B $7, $D, $A, $D, $A, 'SUBMIT FILE PROCESSING PAUSED.', $D, $A, $D, $A

  DC.B $7, '    PRESS: (Q) TO QUIT, (S) TO SKIP -or- (C) TO CONTINUE $'

MESSAGE:
  DC.B 7, $D, $A, $A
  DC.B 'IF.68K Ver 1.2 CONDITIONAL SUBMIT COMMAND FORMAT:', $D, $A, $A
  DC.B '  IF <filespec> AMBIGx.yx /$$$$$/ <command tail>', $D, $A
  DC.B '  IF <filespec> EXISTx.yx /$$$$$/ <command tail>', $D, $A
  DC.B '  IF <filespec> EMPTYx.yx /$$$$$/ <command tail>', $D, $A
  DC.B '  IF <parameter> NULLx.yx /$$$$$/ <command tail>', $D, $A, $A

  DC.B '  WHERE: x is an optional "*" to indicate negation', $D, $A
  DC.B '        and y is (Q)uit, (S)kip or (P)ause', $D, $A, $A

  DC.B '  NOTE: Command tail may consist of multiple commands', $D, $A
  DC.B '        separated by backslashes (\) and ends at an', $D, $A
  DC.B '        exclamation mark (!) or physical end of line.', $D, $A, $A

  DC.B '  EXAMPLE: IF A:JUNK.TYP /$$$$$/ EMPTY.S CMD1\CMD2!CMD3', $D, $A, $A
  DC.B '        Neither CMD1 nor CMD2 will execute if A:JUNK.TYP', $D, $A
  DC.B '        is empty. Regardless, CMD3 will always execute.'

DC.B $D, $A, $A, 0

```

END

End Listing One***Listing Two***

```

ERAQ.SUB - File Deletion with Query

DIR $1
;-----
IF $1 EXISTS.P /$$$$/ ERA $1
IF $2 NULL.Q /$$$$/
SUBMIT ERAQ $2 $3 $4 $5 $6 $7 $8 $9

```

End Listing Two***Listing Three***

```

ASM.SUB - Simple 68K Assemble and Link

IF $1 NULL.S /$$$$/ ERA $1.O
IF FILE1.BAK EXISTS.S* /$$$$/ ERA FILE1.O\PIP B:=FILE1.S
IF FILE2.BAK EXISTS.S* /$$$$/ ERA FILE2.O\PIP B:=FILE2.S
IF FILE3.BAK EXISTS.S* /$$$$/ ERA FILE3.O\PIP B:=FILE3.S
IF FILE4.BAK EXISTS.S* /$$$$/ ERA FILE4.O\PIP B:=FILE4.S
ERA *.BAK
IF FILE1.O EXISTS.S /$$$$/ A:AS68 -S A: -L FILE1.S
IF FILE2.O EXISTS.S /$$$$/ A:AS68 -S A: -L FILE1.S
IF FILE3.O EXISTS.S /$$$$/ A:AS68 -S A: -L FILE1.S
IF FILE4.O EXISTS.S /$$$$/ A:AS68 -S A: -L FILE1.S
A:LO68 -R FILE1.O FILE2.O FILE3.O FILE4.O

```

End Listings

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ProDOS and the RAM Disk

by Alfred Steele

I have a Synetix Flashcard with 288K of RAM that I use with Apple's CP/M, Pascal, and DOS 3.3. When I got my card more than two years ago, there was no ProDOS. After using ProDOS several times, I knew that I could not live without my RAM disk, so I decided to roll my own driver. I did several things to speed up the process of writing the driver. I used only 256K of the 288K memory on the Flashcard. The Flashcard uses six banks of memory. Four banks have 64K and the other two have only 16K each. I chose to use only the four 64K banks of memory to save development time and reduce code size. The loss of 32K of storage space is not a problem at this time. With the 256K of RAM in use, I get a RAM disk with 512 blocks of storage space.

disk driver can be installed anywhere in memory, but only three options are given at run time. You may place the driver inside a free space in ProDOS at \$FF00. This space may only be free in ProDOS Version 1.01. Later versions of ProDOS may not support the driver at that address. You may also place the driver under the BASIC interpreter or at \$300 hex page 3. The reason I advise you to install the driver inside of ProDOS is to support MousePaint, which uses page 3 of memory. Information on how to use the interpreter can be found in the *ProDOS Technical Reference Manual* and *Beneath Apple ProDOS*. Both books are really necessary.

The code for the RAM-disk driver is not hard to follow. The RAM-disk driver code that will be relocated to any address starts at label SSDSTART

Using a RAM disk speeds hi-res display by a factor of four.

This is Version 1.3 of the RAM-disk driver (see Listing, page 85). Version 1.0 was larger and faster but not relocatable. It had to be loaded in page 3 of memory. Version 1.1 fixed bugs in the installation program. Version 1.2 is the first version in which the RAM-disk driver code is small enough to fit inside of a free space in ProDOS. The program is completely relocatable anywhere in memory. One side effect of making the driver smaller and relocatable is that it is slower than in the other versions.

Version 1.3 fixes some errors in the installation code and adds more user prompts. This version of the RAM-

and ends at ENDSSD. The routine is only 8E hex (142 decimal) bytes long. The main part of the installation code starts at label MAIN. This is a series of subroutines to check if the RAM disk has already been formatted. If this is a first time installation, the program title and the volume name of the RAM disk are displayed. The driver code is relocated to the address of your choice. The ProDOS active devices are listed and the count is updated. The address of the device driver is placed in the vector table for Slot 5, Drive 1. The RAM-disk volume directory information is written to the RAM disk and the volume bit map is written to disk. Information on the diskette volume can be found in Chapter 4 of *Beneath Apple ProDOS* and Appendix B of the *ProDOS Technical*

Alfred Steele, Box 6296, APO NY
09012

Reference Manual.

The program has been written to be easy to use. If you try to install the driver more than once, the program will display a message that a driver has already been installed and abort. If the driver finds a formatted volume directory header on the RAM disk it will ask you if you want to clear it or not. If you type N, the program will install the driver but won't clear the RAM-disk directory. If you type Y, the program will install the driver and reformat the RAM disk. If any other driver, such as a hard disk driver, is already installed in the active device vector for Slot 5, Drive 1, the program will abort with an error message.

Once the RAM-disk driver is installed you can access the RAM disk using standard ProDOS commands and utilities. You can catalog the RAM disk using either the command CAT /RAM or CAT,S5,D1. If you

want to copy files to the RAM disk use your copy of ProDOS FILER [*or see the article "Adding a COPY Command to ProDOS" on page 54 of this issue—ed.*]. The system intergration is clean and efficient and provides super fast loading and storing of any type of file.

One benchmark that I ran using the RAM disk consisted of loading high-resolution pictures to the screen. I made up a ProDOS test disk with a short BASIC program to load 16 different hi-res pictures as fast as possible. Using Apple's Disk II it took about 35 seconds to display all 16 pictures. Using the same program and pictures loaded to the RAM disk it only took 8.3 seconds to display all 16 pictures. The program runs about 4.2 times faster using the RAM disk for an effective I/O transfer speed of 15.9K per second vs. the Disk II transfer speed of 3.8K per second.

For those who don't want to type in more than 900 lines of code and comments, I will send you a copy of the source and object code on one Apple ProDOS disk for \$15 postpaid anywhere in the United States. Please send a money order because a personal check is difficult to process in West Germany. To assemble the code, you need a copy of the ProDOS assembler/editor, or you can assemble the code under a DOS 3.3 assembler and move the object code to a ProDOS disk. My address is:

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Ram Disk Listing (Text begins on page 84)

(Continued on next page)

Ram Disk Listing

(Listing continued, text begins on page 84)

```

210C:
210C: 133 *
210C: 134 * ARE BEING USED, WHEN WE KNOW
210C: 135 * WHAT BANK WE WILL USE WE MOVE
210C: 136 * THAT BANKS LOW BYTE FOR THE
210C: 137 * SSD RAM CARD BANK ADDRESS INTO
210C: 138 * THE LOW-BYTE OF THE ZERO PAGE
210C: 139 * POINTER RAMBANK. THE HI-BYTE
210C: 140 * IS SET TO #$C0 IF BLOCKNUM+1
210C: 141 * IS NOT ZERO WE NEED TO ACCESS
210C: 142 * BLOCKS 256-383 OR 384-511.
210C: 143 *
210C: A5 47 211C 144 COMPUTE LDA BLOCKNUM+1
210C: D0 0C 211C 145 BNE C2
2110: 146 *
2110: 147 * BLOCKS 0-127 OR 128-255
2110: 148 *
2110: A5 46 2118 149 LDA BLOCKNUM
2112: 30 04 2118 150 BMI C1
2114: 151 *
2114: 152 * BLOCKS 0-127
2114: 153 * LDA #BLOCK1
2116: D0 0E 2126 154 BNE C4
2116: 155 *
2118: 156 *
2118: 157 * BLOCKS 128-255
2118: 158 *
211A: A9 D3 2126 159 C1 LDA #BLOCK2
211A: D0 0A 2126 160 BMI C4
211C: 161 *
211C: 162 * BLOCKS 256-383 OR 384-511
211C: 163 *
211C: A5 46 2124 164 C2 LDA BLOCKNUM
211E: 30 04 2124 165 BMI C3
2120: 166 *
2120: 167 * BLOCKS 256-383
2120: 168 *
2120: A9 D5 2126 169 LDA #BLOCK4
2122: D0 02 2126 170 BNE C4
2124: 171 *
2124: 172 * BLOCKS 384-511
2124: 173 *
2124: A9 D6 2126: 85 48 174 C3 LDA #BLOCK5
2124: 175 C4 STA RAMBANK
2128: 176 *
2128: 177 * SET UP HI-BYTE OF SSD CARD
2128: 178 *
2128: A9 C0 2128: 85 49 179 LDA #$C0
2128: 180 STA RAMBANK+1
212C: 181 *
212C: 182 * DECODE TYPE OF COMMAND FOR
212C: 183 * RAM DISK DRIVER TO DO.
212C: 184 *
212C: A5 42 185 LDA COMMAND
212C: 85 4A 186 STA TEMP
2130: F0 48 217A 187 BEQ EXIT
2132: 188 *
2132: 29 FC 189 * SAVE COMMAND IN Y-REG AND
2134: F0 06 213C 190 * MASK OUT BITS 1 AND 0.
2136: 191 * IF A-REG = ZERO AFTER MASK
2136: 192 * THEN THIS IS A VALID READ
2136: 193 * OR WRITE COMMAND.
2136: 194 * AND #$FC
2136: 195 BEQ SETBLOCK
2136: 196 *
2136: 197 *
2136: 198 * ERROR COMMAND HANDLER
2136: 199 * INVALID COMMAND SENT
2136: 200 *
2136: A9 27 201 LDA #$27
2138: 85 4A 202 STA TEMP
213A: D0 3E 217A 203 BNE EXIT
213C: 204 *
213C: 205 * READ OR WRITE COMMAND. SET UP
213C: 206 * BLOCK NUMBER AND BRANCH TO
213C: 207 * READBYTE OR WRITEBYTE.
213C: 208 *
213C: 209 * EACH 64K BANK HOLDS 128 PRODOS
213C: 210 * 512 BYTE BLOCKS. GET THE LOWER
213C: 211 * 2 BITS AND SHIFT ONCE LEFT.
213C: 212 * THIS WILL MULTIPLY THE NUMBER
213C: 213 * 0-127 TO 0-254 EVEN VALUES
213C: 214 * ONLY. THIS ADJUSTED BLOCK
213C: 215 * NUMBER IS USED AS THE HI-BYTE
213C: 216 * OF THE ADDRESS IN THE 64K BANK
213C: 217 * THE LOW-BYTE IS SET TO ZERO
213C: 218 * AND INC FROM 0 TO 6FF.
213C: 219 *
213C: 220 SETBLOCK LDA BLOCKNUM
213C: 221 AND #$7F
213C: 222 ASL
213C: 223 STA BLOCKNUM+1
213C: 224 STA SSDHI
213C: 225 *
213C: 226 * MOVE COMMAND TO A-REG AND
213C: 227 * SET UP LOOP COUNT TO RUN
213C: 228 * THRU READ OR WRITE TWICE.
213C: 229 * EACH LOOP THRU READ OR WRITE
213C: 230 * WILL MOVE 256 BYTES.
213C: 231 *
213C: 232 LDY #0
213C: 233 STY BLOCKNUM

```

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|-----------------|------------------------------|-----------------|--------------|-----------------|
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| B1: JSMITH.LTR | 2K | 16:30-24 Dec'84 | 11:59-10 Feb | 16:30-24 Dec'84 |
| B1: TEST1.BAS | 4K | 09:34-22 Jan | 16:27-30 Jan | 09:35-22 Jan |
| B1: TEST2.BAS | 4K | 11:55-01 Feb | | 11:55-01 Feb |

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```

214A:A2 02          234    LDX   #2
214C:              235    * READ OR WRITE ONE 512 BYTE
214C:              236    * PRODOS BLOCK.
214C:              237    SSDIO   STY   SSDLOW
214C:              238    STY   TEMP
214C:              239    SSDIO   STY   SSDLOW
214C:              240    STY   TEMP
2151:              241    *
2151:              242    * CHECK A-REG TO SEE IF WE NEED
2151:              243    * TO DO A READ OR WRITE.
2151:              244    *
2151:              245    * A-REG = $01 FOR READ
2151:              246    * A-REG = $02 FOR WRITE
2151:              247    *
2151:              248    * ROTATE A-REG THRU CARRY AND
2151:              249    * CHECK IF CARRY SET OR CLEAR.
2151:              250    * IF CARRY SET THEN READ. IF
2151:              251    * CARRY CLEAR THEN WRITE.
2151:              252    *
2151:              253    LDA   COMMAND
2153:              254    LSR   BCC   WRITEBYTE
2156:              255    *
2156:              256    READBYTE LDY   #0
2158:B1 48          257    LDA   (RAMBANK),Y
215A:A4 4A          258    LDY   TEMP
215C:91 44          259    STA   (BUFFADR),Y
215E:18             260    CLC
215F:90 08          2169   261    BCC   CONT
2161:              262    BCC   CONT
2161:              263    *
2161:              264    * WRITE BYTE TO RAMDISK
2161:              265    *
2161:              266    WRITEBYTE LDA   (BUFFADR),Y
2163:A0 00          267    LDY   #0
2165:91 48          268    STA   (RAMBANK),Y
2167:A4 4A          269    LDY   TEMP
2169:              270    *
2169:              271    * COMMON CODE TO INC TO NEXT
2169:              272    * BYTE TO READ OR WRITE
2169:              273    *
2169:              274    CONT   INY
216A:D0 E0          214C   275    BNE   SSDIO
214C:              276    *
214C:              277    INC   BUFFADR+1
214E:E6 45          278    INC   BLOCKNUM+1
2170:AS 47          279    LDA   BLOCKNUM+1
2172:8D D1 C0        280    STA   SSDHI
2175:CA             281    DEX
2176:D0 D4          214C   282    BNE   SSDIO
2178:              283    *
2178:84 4A          284    STY   TEMP
217A:              285    *
217A:              286    * THIS PART OF THE ROUTINE IS
217A:              287    * ENTERED IF THE STATUS, READ
217A:              288    * OR WRITE I/O IS COMPLETE.
217A:              289    *
217A:              290    * SSD EXIT RETURN
217A:              291    *
217C:A4 4A          292    EXIT   LDY   TEMP
217C:A2 00          293    LDX   #0
217D:68             294    EX1
217F:95 42          295    PLA
2181:E8             296    STA   COMMAND,X
2181:              297    INX
2182:E0 09          297    CPX   #SAVEBYTES+1
2184:D0 F8          217E   298    BNE   EX1
2186:AD D2 C0        299    *
2189:18             300    LDA   $CODE2
218A:98             301    CLC
218B:F0 01          218E   302    TYA
218D:38             303    BEQ   EX2
218E:              304    SEC
218E:              305    *
218E:60             306    EX2   RTS
218F:EA             307    ENDSSD  NOP
2190:              308    *
2190:              309    *****
2190:              310    *
2190:              311    * THIS IS THE MAIN SET OF JSR
2190:              312    * STATEMENTS TO INSTALL AND
2190:              313    * INIT THE RAMDISK.
2190:              314    *
2190:              315    MAIN   JSR   CHECKDEV
2193:20 97 23        316    JSR   WHERETO
2194:20 4F 25        317    JSR   TITLE
2199:20 64 25        318    JSR   DISPVOL
219C:              319    *
219C:20 B4 21        320    JSR   RELOCATE
219F:20 C1 21        321    JSR   SETDEV
21A2:20 D7 21        322    JSR   SETVECTOR
21A3:              323    *
21A3:              324    * CHECK CLEAR DIRECTORY FLAG
21A3:              325    * IF CLEARDIR = 1 THEN SKIP
21A3:              326    * THE ROUTINES TO WRITE A NEW
21A3:              327    * DIRECTORY TO THE RAMDISK AND
21A3:              328    * SKIP THE ROUTINE TO WRITE A
21A3:              329    * NEW BITMAP TO THE RAMDISK.
21A5:AD 4A 26        330    LDA   CLEARDIR
21A8:D0 09          21B3   331    BNE   MN1
21AA:              332    *
21AA:              333    * DO A NORMAL FIRST TIME INIT
21AA:              334    *
21AA:              335    *
21AA:20 E2 21        336    JSR   CLEARED
21AD:20 EF 21        337    JSR   WRITEDIR
21B0:20 35 22        338    JSR   BITMAP
21B3:60             339    MN1   RTS
21B4:              340    *
21B4:              341    *****
21B4:              342    *
21B4:20 00            343    * THIS ROUTINE IS USED TO MOVE
21B4:              344    * THE SSD RAM DISK DRIVER TO
21B4:              345    * THE ADDRESS OF SSDCODE.
21B4:              346    * THE ROUTINE IS COMPLETELY
21B4:              347    * RELOCATABLE AND DOES NOT HAVE
21B4:              348    * TO BE ON A PAGE BOUNDARY.
21B4:              349    *
21B4:AD 00            350    RELOCATE LDY   #0
21B4:B9 00 21        351    R1    LDA   SSDSTART,Y
21B9:91 02            352    STA   ($SSDCODE),Y
21BB:CB             353    INV
21CC:20 8F            354    CPY   #ENDSSD-SSDSTART
21BE:D0 F6            355    BNE   RI
21CO:60             356    RTS
21C1:              357    *

```

(Continued on next page)

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Ram Disk Listing

(Listing continued, text begins on page 84)

```

21C1:          358 *****
21C1:          359 *****
21C1:          360 * THIS ROUTINE IS USED TO MAKE
21C1:          361 * ROOM IN THE DEVICE LIST OF
21C1:          362 * ACTIVE DEVICES FOR THE RAM
21C1:          363 * DISK DRIVE IDENTIFICATION.
21C1:          364 *
21C1:          365 SETDEV   LDX  DEVcnt
21C4:          366     INX
21C5:          367     STX  DEVcnt
21C8:          368 *
21C8:          369 SD1    LDA  DEVlSt-1,X
21C8:          370     STA  DEVlSt,X
21CE:          371     DEX
21CF:          372     BNE  SD1
21D1:          373 *
21D1:          374 * STORE THE RAM DISK IN LIST
21D1:          375 *
21D1:          376     LDA  #50
21D3:          377     STA  DEVlSt
21D6:          378     RTS
21D7:          379 *
21D7:          380 *****
21D7:          381 *
21D7:          382 * INSTALL RAMDISK DRIVER VECTOR
21D7:          383 *
21D7:          384 SETVECTOR LDA  SSOCODE
21D9:          385     STA  DEVADR51
21DC:          386     LDA  SSDCODE+1
21DE:          387     STA  DEVADR51+1
21E1:          388     RTS
21E2:          389 *
21E2:          390 *****
21E2:          391 *
21E2:          392 * CLEAR BUFFER FROM END OF DISK
21E2:          393 * DATA TO END OF DISK BUFFER.
21E2:          394 *
21E2:          395 CLEARENDR LDY  #0
21E4:          396     TYA
21E5:          397 CE    STA  MIDBUFF,Y
21E8:          398     STA  MIDBUFF+$100,Y
21EB:          399     INY
21EC:          400     BNE  CE
21ED:          401     RTS
21EF:          402 *
21EF:          403 *****
21EF:          404 *
21EF:          405 * CALL MLI TO WRITE OUT THE
21EF:          406 * SSD RAM DISK VOLUME DIRECTORY
21EF:          407 * CLEAR ENTIRE FILE BUFFER
21EF:          408 WRITEDIR LDA  #DIRBLOCKS
21F1:          409     STA  BUFFER+39
21F4:          410     LDA  $02
21F6:          411     STA  WRITEBLOCK
21F9:          412 *
21F9:          413     JSR  MLI
21F9:          414     DB   $81
21F9:          415     DW   MLIWRITE
21FB:          416 *
21FB:          417 * CLEAR AND SET BLOCKS
21FB:          418 * J THRU DIRBLOCKS OF
21FB:          419 * VOLUME DIRECTORY. WE HAVE TO
21FB:          420 * SET UP THE LAST/NEXT BLOCK.
21FB:          421 * NUMBERS IN THE FIRST FOUR (4)
21FB:          422 * BYTES OF EACH BLOCK.
21FB:          423 *
21FB:          424     LDx  #3
2201:          425 CB1   JSR  CLEARBUFF
2204:          426 *
2204:          427     DEX
2205:          428     STX  BUFFER
2205:          429     INX
2205:          430     INX
220A:          431 *
220A:          432     CPX  #DIRBLOCKS
220C:          433     BNE  CB2
220E:          434 *
220E:          435     LDA  #0
2210:          436     STA  BUFFER+2
2213:          437     BEQ  CB3
2215:          438 *
2215:          439 CB2   STX  BUFFER+2
2218:          440 *
2218:          441 * WRITE VOLUME DIRECTORY BLOCK
2218:          442 * TO SSD RAM DISK.
2218:          443 *
2218:          444 CB3   DEX
2219:          445     STX  WRITEBLOCK
221C:          446 *
221C:          447     JSR  MLI
221F:          448     DB   $81
2220:          449     DW   MLIWRITE
2222:          450 *
2222:          451     INX
2223:          452     CPX  #DIRBLOCKS
2225:          453     BNE  CB1
2227:          454     RTS
2227:          455 *
2228:          456 *****
2228:          457 *
2228:          458 * CLEAR ENTIRE FILE BUFFER
2228:          459 *

```

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```

2228:A0 00      460 CLEARBUFF LDY #0
222A:98          461 TYA
222B:99 57 26    462 CL1 STA BUFFER,Y
222E:99 57 27    463 STA BUFFER+$100,Y
2231:C8          464 INY
2232:D0 F7      222B 465 BNE CL1
2234:60          466 RTS
2235:             467 *
2235:             468 *****
2235:             469 *
2235:             470 * SET ALL BLOCKS NOT USED IN
2235:             471 * RAM DISK TO HEX $FF TO SHOW
2235:             472 * THAT THOSE BLOCKS ARE FREE.
2235:             473 * SET FIRST BYTE TO SHOW THAT
2235:             474 * BLOCKS 0 THRU DIRBLOCKS ARE
2235:             475 * IN USE.
2235:             476 *
2235:A9 01      477 BITMAP LDA #$01
2237:8D 57 26    478 STA BUFFER
223A:A0 3F      479 LDY #63
223C:A9 FF      480 LDA #$FF
223E:99 57 26    481 *
2241:88          482 BM2 STA BUFFER,Y
2242:D0 FA      223E 483 DEY
2244:             484 BNE BM2
2244:             485 *
2244:A9 06      486 LDA #DIRBLOCKS
2246:BD 4F 26    487 STA WRITEBLOCK
2249:             488 *
2249:             489 * WRITE OUT BIT MAP TO SSD
2249:             490 * RAM DISK.
2249:             491 *
2249:20 00 BF      492 JSR MLI
224C:81          493 DB #81
224D:4B 26      494 DV MLIWRITE
224E:             495 *
224F:60          496 RTS
2250:             497 *
2250:             498 *****
2250:             499 *
2250:             500 * THIS ROUTINE IS USED TO CHECK
2250:             501 * FOR A DEVICE DRIVER ALREADY
2250:             502 * INSTALLED FOR SLOT AND DRIVE
2250:             503 * WE WANT TO USE. I USE BLOCK 3
2250:             504 * DRIVE 1 FOR THE RAMDISK DRIVER
2250:             505 * IF THE ADDRESS AT SLOT 5 DRIVE
2250:             506 * 1 DOES NOT POINT TO #0A02, THE
2250:             507 * PROGRAM WILL ABORT WITH AN
2250:             508 * ERROR MESSAGE. IF WE FIND NO
2250:             509 * DRIVER INSTALL 1 READ BLOCK 2
2250:             510 * OF THE RAMDISK AND COMPARE IT
2250:             511 * WITH THE VOLUME DIRECTORY
2250:             512 * HEADER INFORMATION AT BUFFER.
2250:             513 * IF THE INFORMATION IS THE SAME
2250:             514 * A MESSAGE IS PRINTED ASKING
2250:             515 * THE USER IF HE WANTS TO ZERO
2250:             516 * THE DIRECTORY ON THE RAMDISK
2250:             517 * OR NOT. IF WE WANT TO CLEAR
2250:             518 * THE DIRECTORY I SET CLEARDIR
2250:             519 * TO ZERO. IF WE DON'T WANT TO

```

```

2250:             520 * CLEAR THE DIRECTORY I SET
2250:             521 * CLEARDIR TO ONE.
2250:             522 *
2250:             523 AD 1A BF LDA DEVADRS1
2250:             524 CMP #NODEV
2250:             525 BNE DEVABORT
2250:             526 *
2250:             527 LDA DEVADRS1+1
2250:             528 CMP #NODEV
2250:             529 BNE DEVABORT
2250:             530 *
2250:             531 * LETS TRY AND READ THE RAM DISK
2250:             532 * DIRECTORY AT BLOCK 2 AND
2250:             533 * COMP IT TO SOME OF THE BYTES
2250:             534 * AT ADDR BUFFER TO SEE IF THE
2250:             535 * RAMDISK MIGHT HAVE A FORMATTED
2250:             536 * DIRECTORY ON IT.
2250:             537 *
2250:             538 LDA #READ
2250:             539 STA COMMAND
2250:             540 *
2250:             541 * ADDRESS OF READ BUFFER
2250:             542 LDA #MIDBUFF
2250:             543 STA BUFFADR
2250:             544 LDA #MIDBUFF
2250:             545 STA BUFFADR+1
2250:             546 STA BUFFADR+2
2250:             547 *
2250:             548 * BLOCK NUMBER TO READ
2250:             549 LDA #02
2250:             550 STA BLOCKNUM
2250:             551 LDA #00
2250:             552 STA BLOCKNUM+1
2250:             553 STA BLOCKNUM+2
2250:             554 *
2250:             555 * READ THE RAMDISK USING DRIVER
2250:             556 * AT SSDSTART IN THIS PROGRAM
2250:             557 JSR SSDSTART
2250:             558 *
2250:             559 *
2250:             560 * WE WILL NOW ASSUME AT THERE
2250:             561 * IS THE INFORMATION IN BLOCK 2
2250:             562 * OF THE RAMDISK AT ADDRESS
2250:             563 * MIDBUFF. COMPARE THREE SETS OF
2250:             564 * BYTES TO SEE IF IT MATCHES A
2250:             565 * VOLUME DIRECTORY HEADER BLOCK.
2250:             566 * ANY BYTE DOES NOT MATCH
2250:             567 * THE ROUTINE JUMPS TO NODIR
2250:             568 * IF ALL THREE SETS OF BYTES
2250:             569 * MATCH I ASK USER IF HE WANTS
2250:             570 * TO CLEAR THE DIR OR NOT.
2250:             571 *
2250:             572 LDX #$00
2250:             573 CDO LDA BUFFER,X
2250:             574 CMP MIDBUFF,X
2250:             575 BNE NODIR

```

(Continued on next page)

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Ram Disk Listing (Listing continued, text begins on page 84)

```

227F:      576 *           INX      22C7: 8D 4A 26      631     STA    CLEARDIR
227F: E8      577           BNE     22CA: 60      632     RTS
2280: E0 04    578           CPX     22CB:             633 *
2282: D0 F3    2277   579           BNE     22CB:             634 * WE WANT TO CLEAR THE DIRECTORY
2284:          580           BNE     22CB:             635 * ON THE RAMDISK SO SET FLAG FOR
2284: A2 14    581           LDX     22CB:             636 * CLEAR AND RETURN TO ROUTINE.
2286: BD 57 26  582           CD1     22CB:             637 *
2289: DD 82 26  583           LDA     22CB:             638 NODIR   LDA    #800
228C: D0 3D    22CB   584           CMP     22CD: 4A 26      639     STA    CLEARDIR
228E:          585           BNE     22CD:             640     RTS
228E: E8      586           INX     22D1:             641 *
228F: E0 25    587           CPX     22D1:             642 * THIS PART OF THE ROUTINE IS
2291: D0 F3    2286   588           BNE     22D1:             643 * ENTERED IF WE FIND A DEVICE
2293:          589           BNE     22D1:             644 * DRIVER ADDRESS THAT DOES NOT
2293: A2 27    590           LDX     22D1:             645 * POINT TO THE NO DEVICE DRIVER
2293: BD 57 26  591           CD2     22D1:             646 * ACTIVE ADDRESS OR TO THE
2298: DD 82 26  592           LDA     22D1:             647 * ADDRESS WHERE WE WANT TO PUT
229B: D0 2E    22CB   593           CMP     22D1:             648 * OUR CODE. THERE COULD BE A
229D:          594           BNE     22D1:             649 * HARD DISK OR OTHER STORAGE
229D: E8      595           INX     22D1:             650 * DEVICE ALREADY INSTALL FOR
229E: E0 2B    596           CPX     22D1:             651 * THAT SLOT/DRIVE.
22A0: D0 F3    2295   597           BNE     22D1:             652 *
22A2:          598           BNE     22D1: 20 58 FC      653 DEVABORT JSR  HOME
22A2:          599 * ASK USER IF HE WANT TO ZERO 22D4: 20 3A FF      654 JSR   BELL
22A2:          600 * DIRECTORY OR NOT. IF THE USER 22D7:             655 *
22A2:          601 * WANTS TO ZERO THE DIRECTORY 22D7: A0 00      656 LDY    #0
22A2:          602 * JUST CONTINUE WITH THE INSTALL 22D9: B9 4B 23      657 DA1    LDA    ABORTMSG,Y
22A2:          603 * PROGRAM. IF THE USER DOES NOT 22DC: C9 00      658 CMP    #EOL
22A2:          604 * WANT TO ZERO THE DIRECTORY 22DE: FO 09 22E9  659 BEQ    DA2
22A2:          605 * DO A JUMP TO THE DOS WARMSTART 22E0:             660 *
22A2:          606 *           JSR   HOME
22A5: 20 3A FF  607           JSR   BELL
22A8:          608           BNE     22E0: 09 80      661 ORA    #80
22A8:          609 *           BNE     22E2: 20 ED FD      662 JSR   COUT
22AA: B9 EF 22  610           LDY    22E5: C8      663 INV
22AD: C9 00    611           CD3     22E6: 4C D9 22      664 JMP    DA1
22AF: F0 09    22BA   612           LDA     22E9: 20 3A FF      665 *
22B1:          613           BEQ     22EC: 4C 00 BE      666 DA2    JSR   BELL
22B1:          614           BNE     22EF:             667 JMF    WARMOS
22B1: 09 80    615           ORA    22EF:             668 *
22B3: 20 ED FD  616           JSR   22EF:             669 ***** *
22B5: CB      617           INV
22B7: 4C AA 22  618           JMP   22EF:             670 *
22BA:          619           CD3
22BA: 20 41 25  620           CD4     22EF:             671 * DIRECTORY FOUND MESSAGE
22BD: C9 59    621           JSR   22EF:             672 *
22BF: F0 0A    22CB   622           GETKEY 22EF:             673 DIRFOUND DFB  CR,CR,CR,CR
22C1:          623           BEQ   22F3: 8D 8D 8D 8D  674 DFB  CR,CR,CR,CR
22C1: C9 4E    624           CMP   22F7: 20 20 20 20  675 ASC
22C3: D0 F5    22BA   625           BNE   2303: 44 49 52 45  676 ASC  'DIRECTORY FOUND'
22C5:          626           CD4
22C5:          627 * THE USER DOES NOT WANT TO 2312: 8D 8D      677 DFB  CR,CR
22C5:          628 * CLEAR THE DIRECTORY. 2314: 20 20 20 20  678 ASC
22C5:          629 *           LDA   630     LDA    #801

```

(Continued on page 92)

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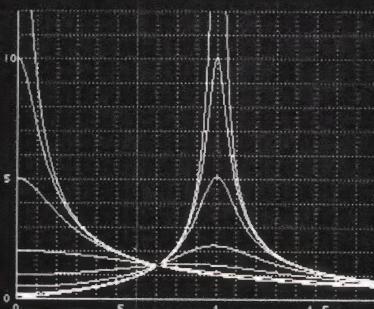
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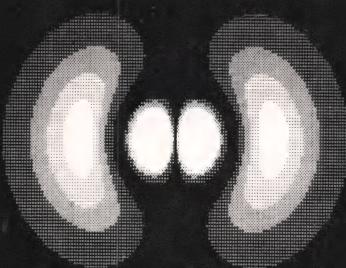
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Ram Disk Listing

(Listing continued, text begins on page 84)

```

231A 43 4C 45 41 679      ASC   'CLEAR          DIRECTORY "Y" OR "N"
2334 8D 8D 680      DFB   CR,CR
2336:20 20 20 20 681      ASC   '
234A:00 682      DFB   EOL
234B: 683 *
234B: 684 * ABORT MESSAGE
234B: 685 *
234B: 8D 8D 8D 8D 686 ABORTMSG DFB   CR,CR,CR,CR
234F: 8D 8D 8D 8D 687      DFB   CR,CR,CR,CR
2353:20 20 20 20 688      ASC   '
2357:44 45 56 49 689      ASC   'DEVICE          DRIVER ALREADY INSTALLED'
2376:8D 8D 690      DFB   CR,CR
2378:20 20 20 20 691      ASC   '
2385:50 52 4F 47 692      ASC   'PROGRAM        ABORT'
2392:8D 8D 8D 8D 693      DFB   CR,CR,CR,CR
2396:00 694      DFB   EOL
2397: 695 *
2397: 696 *****
2397: 697 *
2397: 698 * THIS ROUTINE IS USED TO ASK
2397: 699 * THE USER WHERE HE/SHE WOULD
2397: 700 * LIKE TO MOVE THE RAMDISK
2397: 701 * DRIVER CODE TO THERE ARE
2397: 702 * THREE LOCATIONS TO MOVE THE
2397: 703 * CODE TO OR THE USER CAN QUIT
2397: 704 *
2397: 705 * LOC 1: INSIDE PRODOS AT $F000
2397: 706 * LOC 2: BETWEEN THE BASIC
2397: 707 * INTERPRETER AND THE
2397: 708 * FILE BUFFERS.
2397: 709 * LOC 3: AT $300
2397: 710 *
2397: 711 WHERETO: JSR   HOME
239A: A0 00 712 LDY   #0
239C: B9 0F 24 713 WTO  LDA   WHEREMSG,Y
239E: C9 00 714 CMP   #EOL
23A1: F0 09 23AC 715 BEQ   WTO
23A3: 716 *
23A3: 09 80 717 ORA   #$80
23A5: 20 ED FD 718 JSR   COUT
23A8: C8 719 INY
23A9: 4C 9C 23 720 JMP   WTO
23AC: 721 *
23AC: 20 3A FF 722 WTO  JSR   BELL
23AF: 20 41 25 723 JSR   GETKEY
23B2: C9 31 724 CMP   #'1'
23B4: F0 15 23CB 725 BEQ   WTO
23B6: 726 *
23B6: C9 32 727 CMP   #'2'
23B8: F0 20 23DA 728 BEQ   WTO
23B9: 729 *
23BA: C9 33 730 CMP   #'3'
23BC: F0 2A 23E8 731 BEQ   WTO
23BE: 732 *

```

(Continued on page 94)

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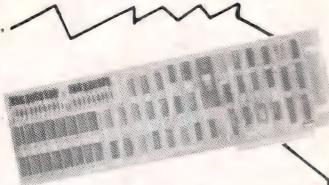


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Ram Disk Listing

(Listing continued, text begins on page 84)

```

23BE:C9 S1    733      CMP    # 'Q'
23C0:D0 EA    23AC 734      BNE    WT1
23C2:          735 *
23C2:20 58 FC 736      JSR    HOME
23C5:20 3A FF  737      JSR    BELL
23C8:4C 00 BE  738      JMP    WARMDO$S
23CB:          739 *
23CB:          740 * MOVE CODE INSIDE PRODOS
23CB:          741 *
23CB:A9 00    742 WT2      LDA    # $600
23CD:05 02    743 STA    SSDCODE
23CF:A9 FF    744 LDA    # $FF
23D1:85 03    745 STA    SSDCODE+1
23D3:AD 81 C0 746 LDA    $C081
23D4:AD 81 C0 747 LDA    $C081
23D7:60      748 RTS
23DA:          749 *
23DA:          750 * MOVE CODE UNDER BI
23DA:          751 *
23DA:A9 01    752 WT3      LDA    # 1
23DC:20 F5 BE 753 JSR    GETBUFF
23DF:B0 10    23F1 754 BCS    BUFFEROR
23E1:          755 *
23E2:85 03    756 STA    SSDCODE+1
23E3:A9 00    757 LDA    # $00
23E5:85 02    758 STA    SSDCODE
23E7:60      759 RTS
23EB:          760 *
23EB:          761 * MOVE CODE TO $300
23EB:          762 *
23EB:A9 00    763 WT4      LDA    # $00
23EA:85 02    764 STA    SSDCODE
23EC:A9 03    765 LDA    # $03
23EE:85 03    766 STA    SSDCODE+1
23F0:60      767 RTS
23F1:          768 *
23F1:          769 * ERROR GETTING BUFFER FROM SYS
23F1:          770 *
23F1:20 3A FF  771 BUFFEROR JSR    BELL
23F4:20 58 FC 772 JSR    HOME
23F7:A0 00    773 LDY    # 0
23F9:B9 B3 24  774 BE0      LDA    NOBUFF,Y
23FC:C9 00    775 CMP    # EOL
23FE:F0 09    2409 776 BEQ    BE1
2400:          777 *
2400:09 80    778 ORA    # $80
2402:20 ED FD 779 JSR    COUT
2403:C8      780 INY
2404:4C F9 23  781 JMP    BE0
2409:          782 *
2409:20 3A FF  783 BE1      JSR    BELL
240C:4C 00 BE  784 JMP    WARMDO$S
240F:          785 *
240F:          786 *****

```

(Continued on page 96)

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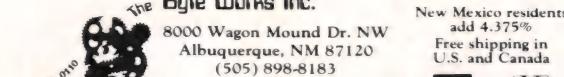
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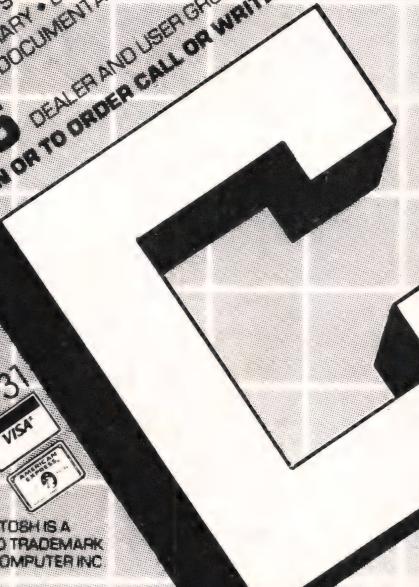
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Ram Disk Listing

(Listing continued, text begins on page 84)

```

240F: 787 *
240F: 788 * MESSAGE ASKING USER WHERE
240F: 789 * TO PUT RAMDISK DRIVER CODE.
240F: 790 =
240F: 791 WHEREMSG DFB CR,CR,CR,CR
2413: 8D 8D 8D 8D 792 ASC '
2418: 52 41 4D 44 793 ASC 'RAMDISK
242F: 4F 50 54 49 794 ASC 'OPTIONS'
2436: 8D 8D 8D 795 DFB CR,CR,CR
2439: 20 20 20 20 796 ASC '
243F: 5B 31 5D 20 797 ASC '[1] INSIDE PRODOS AT $FF00'
2459: 8D 8D 798 DFB CR,CR
245B: 20 20 20 20 799 ASC '
2461: 5B 32 5D 20 800 ASC '[2] UNDER BASIC INTERPRETER'
247C: 8D 8D 801 DFB CR,CR
247E: 20 20 20 20 802 ASC '
2484: 5B 33 5D 20 803 ASC '[3] AT $300
248F: 8D 8D 804 DFB CR,CR
2491: 20 20 20 20 805 ASC '
2497: 5B 51 5D 55 806 ASC '[Q]UIT'
249D: 8D 8D 807 DFB CR,CR
249F: 20 20 20 20 808 ASC '
24A9: 20 20 20 20 809 ASC '
24B2: 00 810 DFB EOL
24B3: 811 =
24B3: 812 *****
24B3: 813 * NO DOS BUFFER FOUND UNDER BI
24B3: 814 * NO DOS BUFFER FOUND UNDER BI
24B3: 8D 8D 8D 8D 815 NOBUFF DFB CR,CR,CR,CR
24B7: 8D 8D 8D 8D 816 DFB CR,CR,CR,CR
24B8: 20 20 20 20 817 ASC '
24C9: 46 41 54 41 818 ASC 'FATAL ERROR'
24D4: 8D 8D 819 DFB CR,CR
24D6: 20 20 20 820 ASC '
24D9: 43 4F 55 4C 822 ASC 'COULD NOT ALLOCATE BUFFER BETWEEN
24FA: 8D 8D 823 DFB CR,CR
24FC: 20 20 20 20 824 ASC '
2506: 42 49 20 41 825 ASC 'BI AND FILE BUFFERS'
2519: 8D 8D 826 DFB CR,CR
251B: 20 20 20 20 827 ASC '
2520: 46 4C 41 53 828 ASC 'FLASHCARD DRIVER NOT INSTALLED'
253E: 8D 8D 829 DFB CR,CR
2540: 00 830 DFB EOL
2541: 831 =
2541: 832 *****
2541: 833 *
2541: 834 * THIS ROUTINE IS USED TO GET
2541: 835 * A SINGLE KEYPRESS FROM THE
2541: 836 * KEYBOARD AND RETURN IT IN
2541: 837 * THE A-REG WITH THE MSB OFF.
2541: 838 =
2541: 839 GETKEY STA STROBE
2544: AD 00 CO 840 GK1 LDA KEY
2547: 10 FB 2544 841 BPL GK1
2549: 8D 10 CO 842 STA STROBE
254C: 29 7F 843 AND #67F
254E: 60 844 RTS
254F: 845 =
254F: 846 *****
254F: 847 =
254F: 848 * PRINT PROGRAM TITLE
254F: 849 =
254F: 20 58 FC 850 TITLE JSR HOME
2552: A0 00 851 LDY #0
2554: B9 9B 25 852 T11 LDA MSG,Y
2557: C9 00 853 CMP #EOL
2559: F0 08 2563 854 BEQ T12
255B: 855 =
255B: 09 80 856 ORA #880
255D: 20 ED FD 857 JSR COUT
255E: C9 858 INY
2561: 00 F1 2554 859 BNE T11
2563: 60 860 T12 RTS
2564: 861 =
2564: 862 *****
2564: 863 =
2564: 864 * THIS ROUTINE WILL DISPLAY THE
2564: 865 * RAM DISK VOLUME NAME IF THE

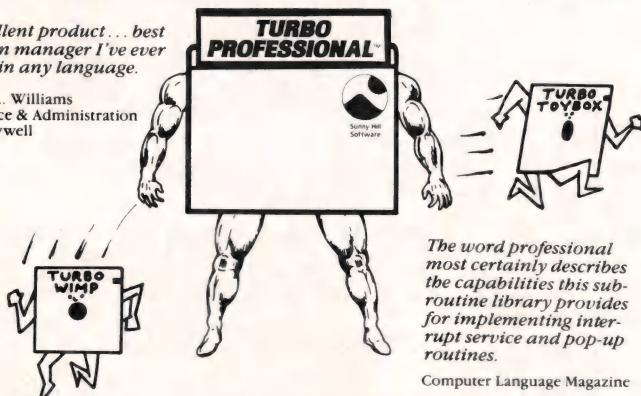
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(Continued on page 98)

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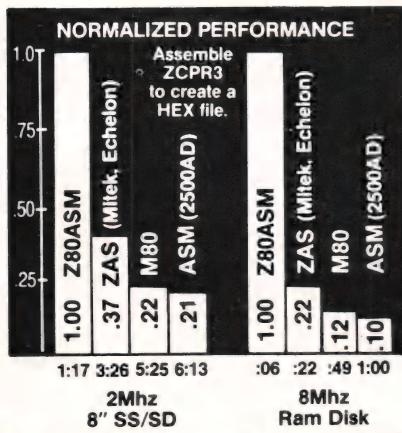
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Ram Disk Listing

(Listing continued, text begins on page 84)

```

2564:          866 * INSTALL WAS SUCCESSFULL.
2564:          867 *
2564: A0 00      868 DISPVOL LDY #0
2564: B9 31 24   869 DVO LDA VOLNAME,Y
2564: C9 00      870 CMP #EOL
2564: F0 09 2576 871 BEQ DV1
2564: D9 80      872 ORA #$80
2564: 20 ED FD   873 JSR COUT
2564: C8         874 INY
2564: 4C 66 25   875 JMP DV0
2564:           876 *
2564: A0 00      877 DV1 LDY #0
2564: B9 5C 26   878 DV2 LDA VOLUME,Y
2564: C9 00      879 CMP #EOL
2564: F0 0C 258B 880 BEQ DV3
2564: C0 0E      881 CPY #14
2564: F0 08 258B 882 BEQ DV3
2564:           883 *
2564: 09 80      884 ORA #$80
2564: 20 ED FD   885 JSR COUT
2564: C8         886 INY
2564: D0 ED 2578 887 BNE DV2
2564:           888 *
2564: 20 8E FD   889 DV3 JSR CROUT
2564: 20 8E FD   890 JSR CROUT
2564: 20 8E FD   891 JSR CROUT
2564: 20 8E FD   892 JSR CROUT
2564: 20 3A FF   893 JSR BELL
2564: 60         894 RTS
2564:           895 *
2564:           896 *****
2564:           897 *
2564:           898 * PROGRAM TITLE
2564:           899 *
2564: 8D 8D 8D    900 MSG DFB CR,CR,CR
2564: 8D 8D 8D    901 DFB CR,CR,CR
2564: 20 20 20 20 902 ASC '
2564: 50 52 4F 44 903 ASC 'PRODOS RAMDISK DRIVER'
2564: 8D 8D       904 DFB CR,CR
2564: 20 20 20 20 905 ASC '
2564: 46 4F 52 20 906 DFB CR,CR
2564: 8D 8D       907 ASC 'FOR FLASHCARD'
2564: 20 20 20 20 908 ASC '
2564: 56 45 52 53 909 ASC 'VERSION 1.3'
2564: 8D 8D       910 DFB CR,CR
2564: 20 20 20 20 911 ASC '
2564: 41 4C 46 52 912 ASC 'ALFRED STEELE'
2564: 8D 8D       913 DFB CR,CR
2564: 20 20 20 20 914 ASC '
2564: 4A 55 4C 59 915 ASC 'JULY 1985'
2564: 8D 8D 8D     916 DFB CR,CR,CR,CR
2564: 00         917 DFB EOL
2564:           918 *
2564:           919 *
2564:           920 *
2564: 20 20 20 52 921 VOLNAME ASC 'RAMDISK VOLUME NAME /'
2564: 00         922 DFB EOL
2564:           923 *
2564:           924 *****
2564:           925 *
2564:           926 * CLEAR DIRECTORY FLAG
2564:           927 * SET FLAG FOR NO CLEAR
2564:           928 *
2564: 01         929 CLEARDIR DB $01
2564:           930 *
2564:           931 *****
2564:           932 *
2564:           933 * MLI WRITE PARAMETER LIST
2564:           934 *
2564: 03         935 MLIWRITE DB $03
2564: 50         936 DB $50
2564: 57 26     937 DW BUFFER
2564: 02 00     938 WRITEBLOCK DW $0002
2564:           939 *
2564:           940 *****
2564:           941 *
2564:           942 * MLI READ PARAMETER LIST
2564:           943 *
2564: 03         944 MLIREAD DB $03
2564: 50         945 DB $50
2564: 00 20     946 READBUFF DW $2000
2564: 02 00     947 READBLOCK DW $0002
2564:           948 *
2564:           949 *****
2564:           950 *
2564:           951 * MLI READ BUFFER
2564:           952 *
2564:           953 * THE BYTES FROM BUFFER TO
2564:           954 * MIDBUFF IS THE RAMDISK VOLUME
2564:           955 * DIRECTORY HEADER. THESE BYTES
2564:           956 * HAVE TO BE WRITTEN TO THE
2564:           957 * RAMDISK AT BLOCK 2 BEFORE THE
2564:           958 * RAMDISK CAN BE USED BY PRODOS
2564:           959 *
2564:           960 * WE WILL ALSO USE PARTS OF
2564:           961 * THIS VOLUME DIRECTORY HEADER
2564:           962 * AS A CHECK TO SEE IF THE
2564:           963 * RAMDISK IS ALREADY FORMATTED
2564:           964 * IF SO THE USER CAN REFORMAT
2564:           965 * THE RAMDISK OR LEAVE IT ALONE
2564:           966 *
2564: 00 00     967 BUFFER DB $00,$00
2564:           968 * LAST BLOCK
2564: 03 00     969 DB $03,$00
2564:           970 * STORAGE TYPE/NAME LENGTH
2564: F3         971 DB $F3
2564:           972 * VOLUME NAME
2564: 52 41 4D   973 VOLUME ASC 'RAM'
2564: 00 00 00 00 974 DB $00,$00,$00,$00
2564: 00 00 00 00 975 DB $00,$00,$00,$00
2564: 00 00 00 00 976 DB $00,$00,$00,$00
2564:           977 * RESERVED
2564: 00 00 00 00 978 DB $00,$00,$00,$00
2564: 00 00 00 00 979 DB $00,$00,$00,$00
2564:           980 * CREATION DATE/TIME
2564: 00 00 00 00 981 DB $00,$00,$00,$00
2564:           982 * VERSION/MIN VERSION
2564: 00 00 00 00 983 DB $00,$00
2564:           984 * ACCESS BYTE
2564: 43         985 DB $43
2564:           986 * ENTRY LENGTH
2564: 27         987 DB $27
2564:           988 * ENTRIES PER BLOCK
2564: 0D         989 DB $0D
2564:           990 * FILE COUNT ON DISK
2564: 00 00 00 00 991 DW $0000
2564:           992 * BLOCK NUMBER OF BIT MAP
2564: 06 00     993 DW $0004
2564:           994 * TOTAL NUMBER BLOCKS ON DISK
2564: 00 00 02 995 DW $0200

```

(Continued on page 100)

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|---|--------------------------------|--------------------------|-----------------|-------------------------------|-----------------------------|
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| Macintosh | 4th Qtr. | Not Avail. | Not Avail. | Not Avail. | Not Avail. |
| CP/M-80 2.2, 3.0 | • | • | • | Not Avail. | Not Avail. |
| TRS-80 Mod I, III, 4, 4p | • | Not Avail. | • | Not Avail. | Not Avail. |
| Direct commands | • | Not Avail. | Not Avail. | • | • |
| Maximum scientific digits of accuracy (COS, SIN, ATN, LOG, EXP etc.) | 6 to 54 selectable by the user | 11 Binary BCD Not Avail. | 16 | 16 | 6 |
| Device Ind. Graphics (same commands all graphic modes and computers) | • | Not Avail. | Not Avail. | Not Avail. | Not Avail. |
| SAME File commands all computers? | • | Not Avail. | Not Avail. | Not Avail. | Not Avail. |
| STRUCTURED Labels, Functions, LONG IF etc | • | • | Not Avail. | • | Not Avail. |
| Same editor commands all versions/computers | • | • | Not Avail. | Not Avail. | Not Avail. |
| Sieve benchmark (Byte January 1983, 10 iter/s) | 13.7 sec. | 14.1 sec | 14.9 sec | 261 sec. | 2190 sec. |
| Shell-Metzner SORT (Sybex-BASIC for Scientists and Eng 2,000 5 char. strings) | 19 sec | 28 sec. | 71 sec. | 194 sec. | 2700 sec. |
| Executable Machine Lang. & approx. File size | 12k | 12k | 32k | Not Avail. | Not Avail. |
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Ram Disk Listing

(Listing continued, text begins on page 84)

```

2682:    996 * REST OF BUFF MORE THEN NEEDED
2682: 0200 997 MIDBUFF DS 512
234B ABORTMSG   23F9 BEO      2409 BE1      FF3A BELL
2235 BITMAP     D2 BLOCK1    D3 BLOCK2    ? D4 BLOCK3
D5 BLOCK4       D6 BLOCK5    ? D7 BLOCK6    46 BLOCKNUM
223E BM2        44 BUFFADR  23F1 BUFFERR  2657 BUFFER
2118 C1         211C C2      2124 C3      2126 C4
2201 C1         2215 CB2      2218 CB3      2277 CD0
2202 CD1        2293 CD2      22AA CD3      22BA CD4
21E5 CE         2252 CHCKDEV  222B CL1      2228 CLEARBUFF
264A CLEARDIR  2112 CLEARENDR 42 COMMAND   ? 210C COMPUTE
2169 CONT        FDEDF OUT    DA2 DEVAJABORT 8D CPUT
22D9 DAI        22E9 D2      23D DEVAJABORT BF1 DEVADRS1
BF31 DEVCONT   BF32 DEVLSL    04 DIRBLOCKS 22EF DIRFOUND
2564 DISPVOL    2566 DVO      2574 DV1      2578 DV2
258B DV3        218F ENDSSD   00 EOL      217E EX1
218E EX2        217A EXIT    BEF5 GETBUFF  2541 GETKEY
2544 GK1        FC58 HOME    C000 KEY      2190 MAIN
2682 MIDBUFF    264B MLIWRITE BF00 MLI      ? 2651 MLIREAD
21B3 MN1        259B MSG     24B3 NOBUFF  D0A2 NODEV
22CB NODIR     21B6 R1      98 RAMBANK  ? 2655 READBLOCK
? 2653 READBUFF ? 2156 READBYTE 01 READ    21B4 RELOCATE
2106 S1         08 SAVEBYTES 21C8 SD1      213C SETBLOCK
21C1 SETDEV     21D7 SETVECTOR 02 SSDCODE C0D1 SSDHI
214C SSDIO      C0D0 SSDLOW   2100 SSDSTART C010 STROBE
4A TEMP        ? 00 TEMPZERO 2554 T11    2563 T12
254F TITLE      ? 43 UNITNUMB 2431 VOLNAME 265C VOLUME
BE00 WARMOS    240F WHEREMSG 2397 WHERETO  ? 02 WRITE
264F WRITEBLOCK 2161 WRITEBYTE 21EF WRITEDIR 239C WT0
234C WT1        23CB WT2      23DA WT3   23E8 WT4
** SUCCESSFUL ASSEMBLY = NO ERRORS
** ASSEMBLER CREATED ON 14-JUN-83 09:55
** TOTAL LINES ASSEMBLED 997
** FREE SPACE PAGE COUNT 87

```

End Listing

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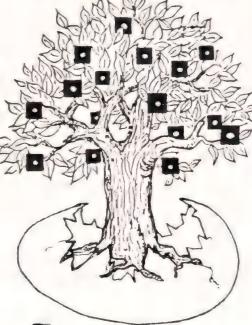


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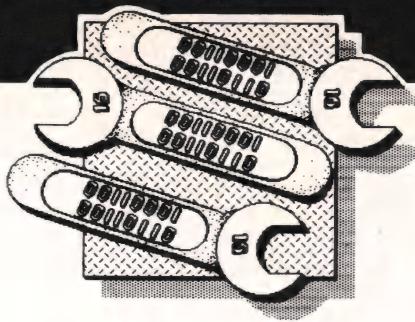
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by Ray Duncan

The programs published in this month's column are available for downloading from the Laboratory Microsystems RBBS at (213) 306-3530 (300 baud or 1200 bps).

Microsoft Assembler

I never cease to be astonished at the flurry of letters that results every time we publish something about the Microsoft Macro Assembler.

J. C. Hoisington of Morgan Computing (publisher of Trace86 and Professional Basic) writes: "We switched from IBM to Microsoft at Version 2.0. That means we didn't get SALUT but we did get to upgrade to Version 3.0 early this year for \$75.00. Version 3.0 finally corrects many of the errors (and ridiculous restrictions) of earlier versions. The most useful to us is that they finally allow

lods byte ptr es:[si+0]

"which assembles as 26AC. I still found many bugs in Version 2.0, but 3.0 seems to have very few glitches."

David L. Rabbers, of Seattle, Washington, writes: "Regarding the errors [published in previous columns] two of them are yours, not the assembler's. Specifically, any constant ending in b or B is always treated as binary, and any constant ending in d or D is always treated as decimal. This is true regardless of the current radix setting. So, if you set the radix to 16, you must see to it that hex constants ending in b, B, d, or D are followed by an h or H. A little inconvenient, but how else could you specify binary or decimal constants in the midst of radix 16?"

"One feature of Microsoft MASM Version 3.0 is a new linker that supposedly supports simple overlays.

Unfortunately, there is no hint that I can find on how to use this feature. If you know how, or discover how, please publish it." Good point. My manuals don't breath a word about the construction of overlays. Anyone out there have some inside information on this subject?

Robert A. Blair, of Walnut, California, made the same point about radix overrides and went on to say: "This assembler should be used in Computer Science courses in college as an example of the wrong way to design a compiler; it is the worst I have ever seen. If you thought that Version 1 had a zillion bugs, wait until you use Version 2 for a while.

"I have to define my data before I use it (I thought I only had to do that in Pascal) or explicitly tell the compiler where it is to avoid phase errors. A multi-pass compiler should be able to figure out where the data is located without my having to tell it. The accompanying assembly listing shows a few errors that I know about. The 80286 PUSH immediate instruction generates the wrong length for some values. It will generate an instruction that requires two bytes of immediate data and only inserts one byte, or generates an instruction that requires one byte of data and inserts two bytes. The OFFSET operator causes link errors occasionally. The MASK used with HIGH does not work . . . These are just the tip of the iceberg." Robert's contribution accompanies the column as the listing (page 106).

Converting to DOS 3

Dan Daetwyler is a regular correspondent to *Doctor Dobb's* and always has something interesting to say. This month he shared some of his experiences with the latest version of DOS: "When DOS 2.0 introduced the

concept of a file handle, I looked it over fairly carefully, and then decided we were being shown 'the way to go.' I went. It was a nice concept, and effectively the number of file handles that could be used at one time was unlimited. They made it so you could not use more than 99 handles at once—a good, typical effort by programming to cope with the concept of infinity on a finite machine. This was all well and good, since no one was going to have more than 99 files going on a PC.

"Then along came the new Version 3.x DOS. Gee, it just *had* to be better (and bigger), and all that good stuff. I read the new features section, and there *were* a couple of goodies. I devoured them carefully, and put them to immediate use. I bought Version 3.0, even though each time I swear I'll wait for the x.1 release—I get so tired of fighting MS bugs. Still, I bought it, and the Technical Reference, and really thought I read the documentation thoroughly. Along came Version 3.1, for which I breathed a large sigh of relief, since I could now stop fighting DOS bugs and worry about my own. And then I hit the thing with one of my moderately large complex systems. And bounced like a rubber ball.

"Buried in the details of the FILE statement in the CONFIG dissertation is a neat little statement that they've arbitrarily reduced the number of active handles to 20! The constraint is for a process, which is interestingly undefined, but you can assume it's a DOS job or task. The horrible part is, they meant it!

"So 20 isn't too bad a constraint. There won't be too many people who want to exceed that limit. Well, on the same page there's a note that five of the handles are grabbed by DOS.

That's very true. So now you're down to 15. Still a reasonable number? Not in my estimation. Let's follow through on a reasonably complex data base problem. We've got several—let's say five—master files, each of which is indexed. The three primary files have double indices, while the less important two have only a single index. Five plus three times two plus two gives us thirteen. Still safe? Not really. As you're aware, the only way you can force a buffer purge in DOS is to pseudo-close a file. Doing this with a duplicate handle permits you to avoid the killing performance of a re-open. Let's be stingy. We'll only use one handle for this purpose. We've still got one left. However, I've yet to write a system that doesn't have at least three and sometimes half a dozen supporting files for archives, output, etc. The net result is that you end up short about five handles, even on a relatively small system."

Dan's idea of a "relatively small system" would give many of us nightmares. Note how Dan offhandedly supplies the reason for the existence of that mysterious DOS function 45H called DUP, whose "explanation" in the DOS Technical Manual is "Purpose: returns a new file handle for an open file that refers to the same file at the same position." I had always been perplexed by this function, and the Unix manuals weren't any more helpful than the DOS manual. By the way, the 5 handles preassigned by DOS to the Standard Devices aren't really lost. You can always close them, and then reuse them for some other file or device.

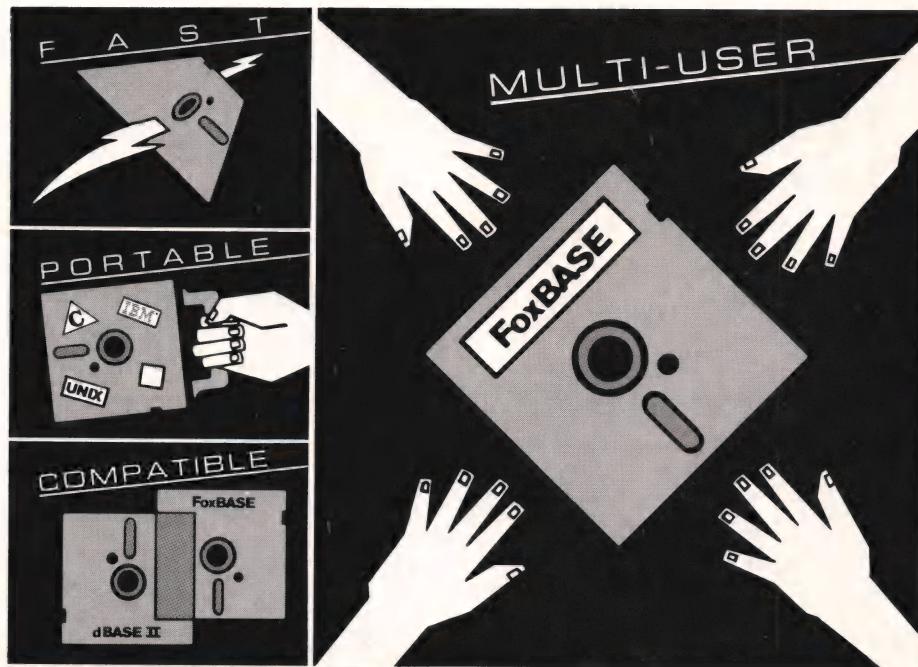
Dan writes on: "My current effort involves a minimum of 33 handles, and even that makes me uncomfortable. Goodbye to DOS Version 3.x. Except I can't! I can't really lock a customer into the old DOS. Especially with multi-tasking 'right around the corner.'

"If you think this tale has a happy ending, you're wrong. Let me tell you some of the things I've tried. You can set up a resident task, split the data base, and let the resident task own part of it. The catch is that if you try to communicate with the resident

task, you're running under the main task control structure, and DOS will tell you that the access isn't authorized. I haven't figured out how DOS knows, as yet, so I can't figure out how to switch task structures. The traditional use of a user interrupt vector doesn't work. DOS senses this and tells you again that the access is not authorized. Setting the file up with the proper attributes for a shared resource, and loading SHARE, doesn't help. I guess I could fight through a disassembly of DOS and find out what they're doing, but I

don't want to spend the rest of the summer on this.

"I started to drop back to my own FCBs, and drop the handle concept. There's no limit to the number of files I can open, then, but then I'm back to the problems of the pre-handle DOS, and I can't see any way to purge the buffers. I can't really see exposing my customer to loss of data base when the power drops unexpectedly. I can't actually give him total integrity, but using the pseudo-close purge gets the risk factor down to the noise level. I've three of the complex database



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systems out now, and in use on about fifty machines. We're semi-rural, and the power fluctuation during thunderstorms has to be seen to be believed, yet I've never (knock wood) lost a database from that source, since I started using the pseudo-close.

"So right now, I'm stuck. I can't move two of my systems to DOS 3.x, and the new one isn't even in the ball park . . . So this tale ends with questions. Do you know anything of help in this area?"

Actually, even the DOS 2.1 manual (pages 4-10) said that the maximum number of handles that a process could have concurrently open was 20, but that the maximum for the system was 99. This apparently includes background tasks such as the print spooler. Perhaps they just didn't enforce the process maximum. The manual for DOS 3.1 specifies the maximum for the system can be in the range 8-255, but again the maximum per process is 20. For those of you who are still using FCBs for whatever reason, be warned that DOS 3.1 puts some new and fairly strict restrictions on the use of FCBs when the file sharing module is also loaded. The default maximum number of FCBs that can be simultaneously open is 4. If you try to open more than your maximum, DOS unilaterally closes the least recently used FCB. You can increase the maximum allowed number of simultaneously open FCBs by a command FCBS=nn in the CONFIG.SYS file, just as FILES=nn works for handles. This is an omen, I believe, that FCBs are as doomed as the dinosaurs.

Microsoft and IBM have issued particular warnings about use of FCBs in the networking environment. If you use an FCB to access a file and fail to close it (a very common thing to do when you are using the file for read only), the system can bog down due to excessive connections accumulating across the network. Also, they remark that moving FCBs around in memory after they are opened can cause problems.

Dan proceeds: "Tale two is slightly more amusing. When I got my AT, and then started hearing all the terror stories about the hard disk, I consid-

ered myself very fortunate when I didn't encounter any... for a while. Then I had to load a 5 Mbyte database, and my trouble started. After several days of frustration, I nailed my friendly dealer to the wall, and IBM emergency shipped a replacement hard disk, which made life a lot better. In the interim, I did several interesting things. I put a trap in the program so that any time the I/O failure occurred, I'd get control. I was running under DOS 3.0, of course. The first thing I discovered was that when the disk glitched, the error code that DOS gave me back had no relation to disk I/O at all. In fact, DOS kept insisting that I was 'out of memory.' On a half megabyte machine with one small application?—not bloody likely.

"The next thing I discovered was that if I simply tried the operation again, by looping back to the interrupt, 99% of the time the thing worked happily on the second try. Very interesting! Then I discovered by accident that I was running with VERIFY=OFF. So I changed to VERIFY=ON, and got a whole new set of behavior patterns. Different error codes, and the fail ratio went way down. Running in this mode, the problem seemed to be occurring when DOS encountered something it thought was a bad track, so I off-loaded my 20 Mbyte disk, and reformatted. Oh boy. The plot thickens like glue. I could run FORMAT repetitively, and every time I ran it I would find a different set of 'bad tracks.' There didn't even seem to be a consistent pattern. I believe it did have a relationship to something, but as near as I could detect, it was the phases of the moon, or the position of Jupiter.

"I won't bore you with more of the experiments that cost me about ten days of time, but I will tell you the punch line. We all heard about the hard disk problems in all of the trade journals. IBM replaced hard disks left and right, and the disk vendor was the bad guy. Very interesting, since, when I got Version 3.1, all the problems disappeared. Now DOS gives back the correct error codes. Now FORMAT is at least consistent."

Dan's second tale is the latest of a

raft of mutually exclusive explanations of the mysterious AT hard disk problems. We have heard that the original hard disk was no good because the vendor tried to ramp up production too fast (and a recent review of the CMI hard disk showed it to be much more shock-sensitive and error-prone than its competitors); that the FORMAT program had a bug that prevented it from actually checking the second half of the 20 Mbyte hard disk; that the disk controller had design or component

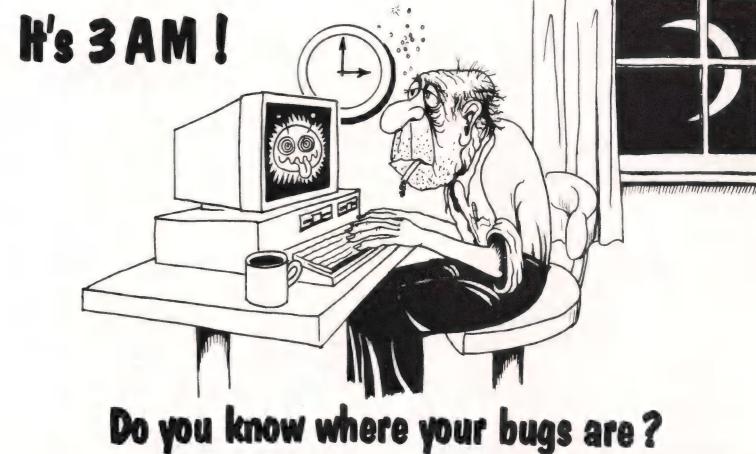
problems; and so on. Throughout most of this time, the official IBM press flacks insisted that everything was wonderful and there was no AT disk problem at all. It certainly makes one apprehensive about the position we'll all be in if IBM manages to knock off all its competitors in the PC market.

DDJ

(Listing begins on next page)

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16-Bit Listing

(Text begins on page 102)

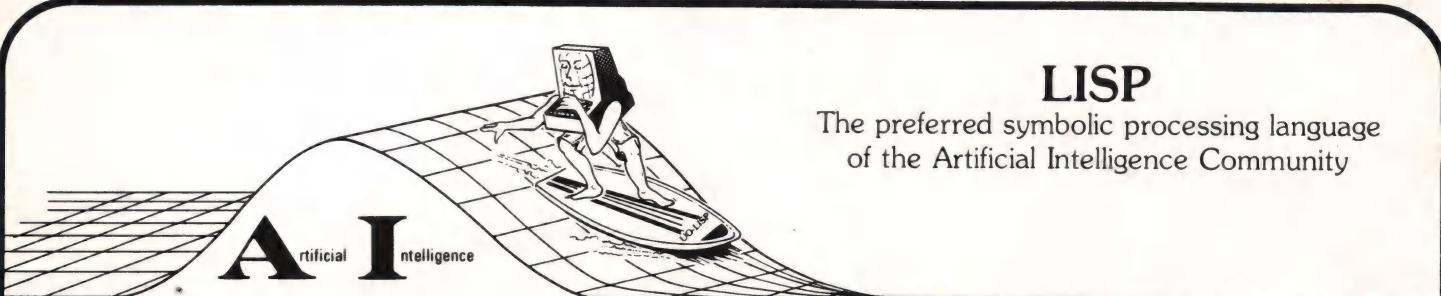
```
1          page    55,132
2          title   Microsoft Assembler Bugs
3          .286C
4
5          ; Some IBM PC Macro Assembler 2.0 "features"
6          ; contributed by Robert Blair
7
8      0000          foo     segment para public 'CODE'
9
10     0000          foos    assume cs:foo
11     0000 E9 010B R  proc    far
12
13           jmp    foobar
14
15           ; this bug causes link errors if
16           ; the offset is larger than 256.
17           ; the error is
18           ; 'fixup offset exceeds field width'
19
20           dw     2 dup (offset foobar)
21
22     0003 02 [ 010B R           dw     2 dup (foobar) ; this will work ok
23
24           ]           dw     2 dup (foobar)
25
26
27     0007 02 [ 010B R           db     256 dup (0)
28
29           ]           db     256 dup (0)
30
31
32     010B CB          foobar: ret
33
34
35           ; it appears that if any calculations are required, the compiler
36           ; truncates after the first two bytes. The assembler reference
37           ; manual p. 2-15 states this is done for the small assembler but it
38           ; does it for both assemblers.
39
40     010C 80 51 00 00          dd     60*60*24      ; incorrect
41     0110 80 51 01 00          dd     86400        ; correct
42
43
44           ; Now try HIGH and MASK operators together
45
46     = 0200          fooi    record f1:1,f2:1,f3:3,f4:1,f5:1,f6:1,f7:8
47     = 4000          fc1    equ    0200h
48
49           fc2    equ    4000h
50
51           ; immediate data should be
52           and    ax,mask f5      ; 0200h
53           and    ax,mask f2      ; 4000h
54           and    ax,high (mask f2) ; 0040h
55           and    ax,mask f5+high(mask f2) ; 0240h
56           and    ax,(high(mask f2))+(mask f5) ; 0240h
57           and    ax,fc1        ; 0200h
58           and    ax,fc2        ; 4000h
59           and    ax,high fc2    ; 0040h
60           and    ax,fc1+high fc2 ; 0240h
61           and    ax,(high(fc2))+(fc1) ; 0240h
62           and    ax,fc1 or high fc2 ; 0240h
63
64
65           ; 80286 PUSH IMMEDIATE instruction bugs
66           ; an op code of 6A requires one byte of immediate data
67           ; an op code of 68 requires two bytes of immediate data
68
69     0135 6A 00          push    0       ; 6a00 correct
70     0137 6A 7F          push    127    ; 6a7f correct
71     0139 6A FF          push    -1     ; 6aff correct
72     013B 68 80          push    128    ; should be 680080
73     013D 68 0080         push    word ptr 128 ; generates correct code
74     0140 68 FF          push    255    ; should be 6800FF
75     0142 68 00FF         push    word ptr 255 ; generates correct code
```

```

74      0145 6A FFFF          push    0ffffh      ; should be 6aFF or 68FFFF
75      0148 6A 34          push    byte ptr 1234h ; lost data with no error
76
77
78      ; I have to define my data before use or tell the assembler
79      ; where it is. Multi-pass compilers should be smarter
80      ; than this
81
82      014A 2E: D7          xlat    fred        ; causes (spurious) phase error
83
84
85      014C 2E: D7          xlat    cs:fred    ; works ok
86
87      FF [                 fred    db         255 dup (0)
88      Error ---           6:Phase error between passes
89      ]                   00
90
91
92
93      ; This bug is not very serious because the only thing wrong is
94      ; the assembly listing. The generated code is correct but the
95      ; listing of the generated code is not very neat.
96
97      024C 0D 3D [D 0A      db      13,10,13,10,61 dup ('-'),13,10
98              2D
99              J
100             0D 0A
101
102
103      028F                foos   endp
104      028F                foo    ends
105                  end    foos

```

End Listing



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3110A

Introduction to Using Your MacSCSI Host Adapter

by John Bass

The MacSCSI host adapter was designed to work with most SASI- and SCSI-compatible controller cards. It is also a reasonable starting point for other custom Mac interfaces. Source software written in Aztec C is provided for custom configuring your system. If your controller is Xebec S1410 compatible you should be up and running with little trouble.

Changing the Parameters for the Drive and Controller

For controllers other than the Xebec S1410, you may need to modify the last byte of the format, read, and write commands to reflect the vendor-specific requirements. The Xebec S1410 uses this byte to encode the step rate for the drive—as shipped, the code is set up to use a Seagate ST506 drive with the half-step strap enabled. If you are using a Xebec S1410 with another drive, consult your controller manual for the correct drive code to use. Then change the cmd.sc_vendor assignment from 1 to the correct drive-type code.

Because the Xebec defaults to an ST506-drive configuration we didn't need to issue any additional commands to define the drive configuration to the controller. This is an area that is very vendor specific—read your controller documentation very carefully. You will want to read the descriptions for the format, read, and write commands closely. Also check the error-code definitions carefully because they vary greatly between some controllers.

You may need to issue a Set Media or Set Mode command that defines the drive parameters for number of heads, cylinders, write precomp, write reduce, and so on. Some drives, such as the Xebec Owl, have an embedded controller and don't need such a setup

parameter. Some controllers encode the parameters at format time and write them on the disk for future use. Other controllers require a Mode Select or other command to set the drive parameters prior to the first format, read, or write command.

The long evolution from early SASI controllers to the current proposed SCSI specification has left a lot of nonconforming controllers around the marketplace, and many more nonconforming controllers are likely to be produced before the standard is finished and adopted. Until then, the software drivers for each host adapter will need to be customized per controller.

A copy of the current SCSI (ANSI X3T9.2) specification is available from the American National Standard publications office. For NCR-5380 information contact your local NCR Microelectronics representative or write to the NCR Microelectronics Division, 1635 Aeroplaza Dr., Colorado Springs, CO 80916; (800) 525-2252.

Mounting Drives Inside or Outside the Mac

Several 5-, 10-, and 20-megabyte 3½-inch drives are now on the market, and controllers in the same form factor are available as well. The easiest way to mount a 3½-inch drive, controller, and power supply internally is to fabricate a sheet metal and/or Plexiglass mount and screw it inside the plastic back of the Mac. To get AC for your power supply, install a power cable to the video board after the switch and AC filters. Be sure to leave a long enough service loop on both the power and SCSI cables to make getting the back off easy.

Other internal mounting configura-

tions require more attention to sheet metal design and choice of controller, drive, and power supply. Convection cooling can be enhanced by mounting everything on the right side and using the sheet metal and Plexiglass to form a chimney extending from the bottom to the vents at the top of the case. EMI fields from the power supplies, flyback, and yoke coils present some problems in getting the disk to operate without errors—proper selection of shielding material and position is critical.

The easiest way to interface drives to the MacSCSI is to mount them externally in a separate box, so that physical mounting, heat, and EMI problems are less severe. Several manufacturers have standard line enclosures. Some of these enclosures are complete with power supply, cables, fans, and maybe a drive of your choice.

External drives require an external cable. The SCSI standard specifies an EMI shielded cable, plug, and header assembly. We use AMP part number 1-499977-0 for the panel-mounted connector and AMP part number 102793-4 for the ground plane (shield assembly) that mates with the connector. Use the ground plane only if you plan to use a SCSI standard shielded cable—it will interfere with a standard nonshielded IDC ribbon-cable connector.

Installing the MacSCSI Board

Getting the back off a Mac requires a Torx 5 screwdriver with a long shaft. There are five screws: two are located at the top in holes under the handle, two are on the back toward the bottom above the connectors, and one is located behind the battery cover. Carefully use a wooden ruler or the battery cover to ease the crack along

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the front seam apart—do not use a screwdriver as a pry because the case plastic is very soft and will show pry marks.

Remove the power and floppy cables from the digital board, then gently slide it out of the sheet metal frame. Place the board on a table with the keyboard connector toward the back and the other connector near you. Lay the MacSCSI board near the ROMs with the SCSI header near you. Remove and transfer both of the Mac ROMs onto the MacSCSI board, then plug the MacSCSI board back into the ROM sockets.

Now clip the miniplugs onto pin 8 of the TSM PAL located at D1 on the right edge of the board. Lay the clip flat against the board alongside the 15.667200 crystal and secure it with a piece of masking tape across the crystal and over the edge of the board. Route the wire between the switches and toroid coil and continue alongside the metal shield to the MacSCSI board. Replace the digital

board in the frame, flexing slightly to pass the MacSCSI header past the edges of the frame. Be careful not to pull the board out of the ROM sockets. Cable the SCSI port as required, reconnect the power and floppy cables, and reassemble the case.

Bringing Up the System for the First Time

Once you have the system cabled up and have made any required software changes, try formatting the drive. Watch for the drive to be selected. On some drives you can see the positioner step from track to track, and on others you may be able to feel the drive stepping. Formatting takes a while—for 5- and 10-megabyte drives it may take several minutes, and 100-megabyte drives may need a half hour. The format routine initializes the Mac file system by writing a volume header and clearing all other blocks and then rereads all blocks to check for errors.

If you have problems with Aztec C

you can add `printf`s to the C I/O routines and follow the progress. Once you have the format routine and I/O routines running, compile and link the driver with the I/O routines.

If you are connecting to something other than a disk you can simply include the I/O routines in your application and drive the SCSI bus directly.

Miscellaneous Comments

We have used MacSCSI under Finder 4.1 and Aztec C Shell 1.06D and F with a nonpartitioned 5-megabyte drive. Aztec C Shell and environment seem to run well even with a very large number of files. Finder has some limits you should keep in mind. On large volumes it gets pretty slow after 150 files. Finder also crashes sometimes when too many files get created. Deleting some files or the desktop under Aztec C sometimes makes it happy; at other times it seems that you need to back up the disk under Aztec C Shell and reformat the volume. We are working with

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Apple to find the solutions to these problems.

We have used the driver with and without a cache with some interesting results. For small cache sizes the overhead of maintaining the cache slows the overall operation down. For the Aztec C environment the minimum size is roughly the sum of all the programs, libraries, and include files in use—it is easier to start up the RAM disk and copy everything to it. For large cache sizes it is a pain to run large programs or the switcher because you need to restart the driver with a smaller cache size. The overall conclusion for our working environment is that, although the cache can create RAM-disk speeds, it sometimes creates floppy speeds. The MacSCSI hard disk is nearly as fast as the RAM disk anyway, and maintaining the cache just becomes a headache when switching environments.

Another minor annoyance is that you can't remount the MacSCSI volume if you eject it from an open box—never do so. We are working on adding the code to trap the ejects and ignore them. The eject solution, multiple volumes via partitions, and other improvements will be available in our 2.0 software release within a few weeks.

We are collecting changes for other controller-and-drive combinations to be available on our update disk. If you would like to share your changes, send us a disk with your modifications and we will return it with the current updates. Mail your changes to Fastime, P.O. Box 12508, San Luis Obispo, CA 93406.

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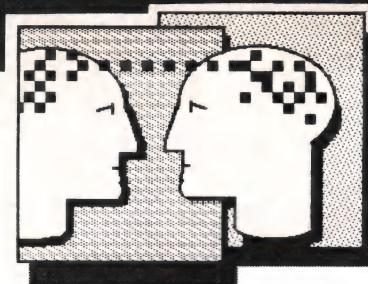
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by W. E. Wilson

Software running on a Z80-based system under CP/M-80 will frequently perform better than comparable software running on an IBM PC under MS DOS. For example, Microsoft BASIC-86 is actually slower on the IBM PC than BASIC-80 on a Z80-based system. Programs running under CP/M-80 also are frequently smaller than their counterparts on MS DOS. Translate a Z80 assembly-language program into 8086 assembly language and watch the code expand.

Sixteen-bit systems do have a number of advantages over their 8-bit predecessors. You can address more memory and can have better, even color, graphics. The PC can communicate easily with mainframe systems and will probably be more compatible with future developments than the older 8-bit systems. On the other hand, there are still many more software packages available for CP/M than there are for MS DOS, some quite good and very reasonably priced.

When comparing Z80-based systems to the IBM PC, there are some basic facts that you should keep in mind. First of all, the limited addressable memory space of 8-bit systems used to force programmers to write tight, rapidly executing code. With the advent of 16-bit systems and more addressable memory space, software developers were no longer compelled to keep code size small, and they shifted to less efficient programming techniques, including writing in system-independent, high-level languages. Second, most popular 16-bit programs were originally written for 8-bit systems. Developers

have often moved these programs to the PC by translating the 8-bit code line by line into the equivalent 16-bit code. The result is that much of the potential efficiency of the 16-bit systems has been lost. For example, many of the spreadsheets that run without any problems on a 64K 8-bit system require more than 128K on a 16-bit system. Third, the memory overhead for the MS DOS operating system is so much greater than the overhead for CP/M-80 that a 128K PC is approximately equivalent to a 64K CP/M-80 system. Finally, the 5½-inch floppy disk drives on a PC are as slow as molasses in January when compared to the typical 8-inch drives on the older CP/M-80 systems.

Mini System Software for a Micro

Back in the days before the invention of the processor on a chip and the development of modern micro systems, memory was very expensive. Mini-computer companies such as Digital Equipment Company provided overlaying linkers for use with their computers. In the early '70's the institution where I worked had a DEC PDP-15 with 64K of memory. DEC provided a software package called Chain and Execute that allowed you to run a very large program on the PDP-15 by segmenting it into a series of overlays. I used Chain and Execute to run some huge programs written in FORTRAN for the IBM 360 on the little DEC system. Not very much is written on the subject of overlays¹, but this technique is used extensively in mainframe systems and in multiuser operating systems.

The Linking Process

The creation of an executable program from a number of source files

involves several steps. First, the source files are individually read by the compiler and converted into one or more object modules. Some compilers produce relocatable object code directly. Small-C and its derivatives generate assembly-language output that must be assembled. The following discussion applies to compilers of the latter type only.

It is not practical to have the compiler generate all the code needed for each module. Instead, code is generated only for operations specific to the particular module. General-purpose functions and subroutines from the run-time library are merely referenced by the compiler and only later linked into the program. These external references are "place holders" into which absolute addresses are eventually placed. For functions and variables defined within the module, the compiler generates references relative to the beginning of the module. This means that if the module is eventually loaded at address *L*, then all references will be correct if *L* is added to them.

An assembler then reads each individual module created by the compiler and generates for each one a relocatable object module. This module is called relocatable because it can be relocated anywhere in memory.

The final stage is linking. The linker searches the run-time library for any referenced subroutines and functions. It loads these subroutines and functions along with the relocatable object modules into their final positions in contiguous blocks of memory. Finally, it fills in the absolute addresses for externals and adjusts the relative addresses for internals.

A standard linker builds programs in memory. Thus, the maximum program size is equal to the total memo-

ry space minus the space used by the operating system and the linker. An overlaying linking loader links the program on disk rather than in memory and thus can link a program that will fill the entire available memory space or more. There is, however a penalty paid in speed. An overlaying linking loader must read every file twice—once to locate the globals and determine the size of the module and once to do the actual linking.

ZLKO

ZLKO from ZEE MICROWARE is an overlaying linking loader for Z80-based systems. The most important feature of ZLKO comes into play when a program is too big to fit into available memory space. The standard solution to this problem is to use the call-next-program technique. This technique involves dividing the program into a selected number of segments, each small enough to fit individually into memory. Each sequential segment except the last must load and execute the next segment. This method is only supported by a few compilers and has a number of disadvantages:

- It is not possible to return to a calling segment
- All segment intercommunication must be via disk files
- Selective segment execution is not possible

All of these weaknesses can be overcome by using the overlaying capabilities of ZLKO.

The user segments the program into a small root (main) module and one or more overlays, each of which is composed of a number of subroutines and functions. The subroutines are grouped into overlays according to criteria selected by the user. ZLKO then constructs a multilevel "tree" of overlays in which the overlays at any given level can call overlays at the next lower level. The execution of the segmented program begins when the root module is executed. The root will then activate other overlays by calling the subroutine "overlay" that has been linked with the root segment.

The root segment will stay in memory



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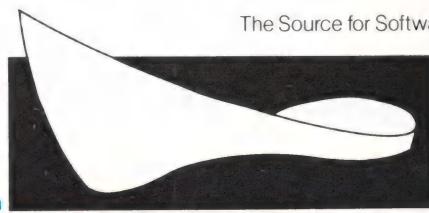
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 0108-0109 End + 1 of Last Overlay or first free memory location above overlay system
 010A-010B End + 1 of Root Segment or the start of first overlay
 010C-0114 Eight Character Root File Name

Byte 0-1 Overlay Transfer Address (Load Address)
 Byte 2-3 End + 1 of Segment
 Byte 4-11 Eight Character Segment File Name

Figure 1
Root and Overlay Segment Headers

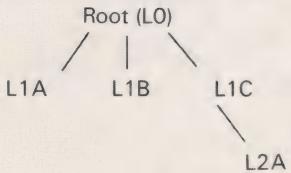


Figure 2
Structure of the test overlay system

```

ROOT(MAIN);OVINIT,OVRLAY,LO;
END;
SYMFIL(CTEST);
OVL(1,L1A);
INCL(L1A);
END;
OVL(1,L1B);
INCL(L1B);
END;
OVL(1,L1C);
INCL(L1C);
END;
OVL(2,L2A);
INCL(L2A);
END;
DONE;
  
```

Figure 3
ZLKO Command File Used to Create Overlay System

ZLKO Command Summary

| | |
|--------|---|
| CMND | = Take Command Input From Specified File |
| DCOM | = Display Common Block Information |
| DMAP | = Display Global and External Symbols |
| DONE | = Complete Current Segment and Quit |
| DOVL | = Display Overlay Structure |
| DSEG | = Display Information On Current Overlay Segment |
| DUND | = Display Undefined Symbols |
| END | = Complete Current Segment, forces a SRCH |
| HELP | = Display Command List |
| INCL | = Include The Listed REL Files in The Current Segment |
| OVL | = Build Overlay (.OVL) File |
| PBSE | = Set Program Code Base Location |
| QUIT | = Quit and Return to CP/M |
| RELDMP | = Dump Relocatable (.REL) File |
| ROOT | = Build ROOT (.COM) File |
| SRCH | = Search Specified (.REL) Library |
| STOP | = Quit Building Current Segment and Save The Link Table |
| SYMFIL | = Generate Symbol File For Symbolic Debugger |
| ?SYM | = Suppress Symbols Starting with ? |
| TCSW | = Turn Off Module Counting |

Figure 4
ZLKO Help Command Output

the entire time. The overlays will be loaded into memory and control passed to each as program execution proceeds. When an overlay returns control to the higher level that activated it, the higher level may then activate another overlay beneath itself or pass control down one level. Each overlay on the same level in the tree is loaded into memory starting at the same location.

Routines in an overlay can reference any symbol defined within that overlay and all global symbols located in any active higher-level overlay up to and including the root segment. Global symbols and routines in the root segment may be referenced from any segment. Frequently needed routines and functions should be included in the root segment. Routines in an overlay cannot, however, reference symbols or routines defined in an overlay on the same level or in a segment lower down the tree.

ZLKO Usage

ZLKO places a 21-byte header on the root-segment file and a 12-byte header on each overlay-segment file (see Figure 1, page 116). The headers include the primary CP/M file name of the segment as well as address information. In the case of an overlay segment, the overlay name and transfer address are used by the overlay subroutine to load the overlay. The execution process starts at the root segment and proceeds by descending down and climbing back up each branch of the overlay tree structure one branch at a time.

Using ZLKO with C offers one significant advantage over using it with a language like FORTRAN. FORTRAN employs the call-by-reference technique. Hence, arguments cannot be passed to a called overlay except by means of the COMMON block in the root segment. On the other hand, C uses the call-by-value technique. Thus, values can easily be passed to a function in an overlay. C passes the arguments by pushing them on the stack, and the function in the called overlay simply pops them off the stack.

ZLKO does not automatically insert code into the root segment to set the

stack pointer because the required call to main() in the first routine in the root segment will take care of setting the stack pointer. That is, this operation is handled by the C compiler, which expands the call to main to include setting the stack pointer.

Most Small-C compilers use the symbol _memptr to designate the first free memory location above the program code space. The Q/C compiler I used to test ZLKO uses the symbol \$MEMORY for compatibility with the L80 linking loader. Under ZLKO, the value to be used for \$MEMORY or _memptr is stored in the 8th and 9th bytes of the root-segment header. This value must be extracted from the header and stored in location \$MEMORY or _memptr in the compiled C program before program execution commences.

This operation is readily accomplished by using the ovinit function shown in Listing One (page 119). Ovinit must be linked into the root segment and must be the first function called from within main(). The overlay function supplied with ZLKO must be linked into the root segment following ovinit. Each time an overlay is to be loaded, the user program must make a call to the overlay function using a pointer to the overlay name as the last argument of the overlay function call. The overlay test (see next section) demonstrates the use of the overlay function. Overlay will load the specified overlay at the transfer address specified in the header and then execute the overlay.

ZLKO Test

I tested the ZLKO overlaying linking loader with a simple overlay system written in C. The test program was compiled with the Q/C compiler and assembled with the CWA assembler distributed by The Code Works. The structure of the test overlay system is shown in Figure 2 (page 116) and the command file used to create the overlay system in Figure 3 (page 116). The code for the root segment and each overlay is presented in Listing Two (page 119). Listing Three (page 125) shows the output that ZLKO sent to the console during the test. The linking process took 126 seconds

and the resulting overlay system executes in 11 seconds.

Using ZLKO

ZLKO is relatively easy to use once you understand how to pass to overlay a pointer to the overlay to be loaded by the root segment. There are, however, a couple of things you should keep in mind. First of all, because the input information required by ZLKO is extensive, the potential for keyboard errors is quite high. This problem can be solved by using a com-

mand file instead of direct input. For example, entering the command:

ZLKO CMND(CTEST);

causes ZLKO to take its input from the command file CTEST.ZLK. Second, you may have trouble getting accustomed to the fact that all commands require a combination of semicolon and carriage return as a terminator. Finally, although the manual adequately describes the proper use of ZLKO, it will not make

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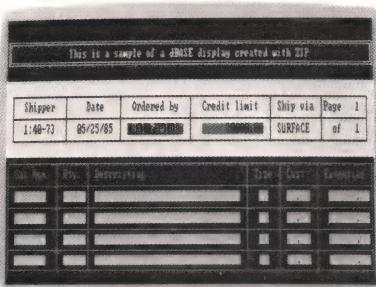
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you an expert at using overlays. All of the commands accepted by ZLKO are shown in Figure 4 (page 116) in the form of a printed copy of the output of the ZLKO Help command. ZLKO is quite verbose and lets you know what is going on at all times. Part of the verbosity is because of the fact that ZLKO displays each component of a command string as it is being parsed.

Conclusion

ZLKO is an easy-to-use, relatively efficient overlaying linking loader that is particularly useful to anyone using a Small-C compiler. ZLKO will allow the user to run very large programs under CP/M-80 and to construct fancy software in which a menu-selection operation determines which overlay (program) is executed next. There are at least two other overlaying linkers available for use with CP/M-80, but they are much more expensive than ZLKO and only provide a few additional capabilities. ZLKO only supports a multiple-file overlay file system, whereas some others also support a single-file overlay file system that uses the random-access capabilities of CP/M-80. A single-file overlay system will execute slightly faster but is more difficult to construct and debug.

Do not discard your older 8-bit system if you can perform the tasks you need to accomplish by simply purchasing an overlaying linking loader such as ZLKO. ZLKO is available from Elliam Associates, 2400 Bessemer St., Woodland Hills, CA 91367.

Notes

¹ A good discussion of overlays is provided by S. H. Kaisler, *The Design of Operating Systems for Small Computer Systems*, John Wiley, 1983.

DDJ

(Listings begin at right)

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CP/M Exchange

(Text begins on page 114)

Listing One

```
/* Get address of first free memory location from ROOT header  
and put it in location $MEMRY. This version is for use with the  
Q/C compiler. Change $MEMRY to _memptr for use with small-c */  
  
ovinit()  
{  
# asm  
    EXT      $MEMRY  
    LD       HL,(0108H)      ;Get 1st free mmry addr  
    LD       ($MEMRY),HL      ;Put in $MEMRY  
# endasm  
}
```

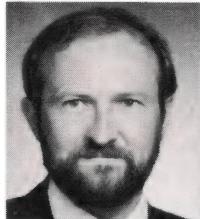
End Listing One

Listing Two

```
/* Root program L0.C for testing ZLKO with Q/C */  
  
#include <qstdio.h>  
  
main()  
{  
char *ovla, *ovlb, *ovlc;  
ovla = "LLA      ";  
ovlb = "LLB      ";  
ovlc = "LLC      ";  
/* initialize Root Segment For Overlays */  
    ovinit();  
    printf("ZLKO Overlaying Linker Test with Q/C\n\n");  
    printf("Starting at level zero\n");  
    printf("Call Overlay LLA\n");
```

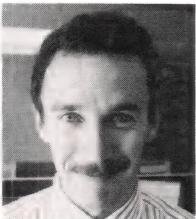
(Continued on next page)

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Listing Two

```
/* Load Overlay LlA */
ovrlay(&ovla);           /* Pass pointer to ovlname */
printf("Returned to Level zero from Level one pgm LlA\n");
printf("Next Call Overlay LlB\n");
/* Load Overlay LlB */
ovrlay(&ovlb);           /* Pass pointer to ovlname */
printf("Returned to Level zero from Level one pgm LlB\n");
printf("Next Call Overlay LlC\n");
/* Load Overlay LlC */
ovrlay(&ovlc);           /* Pass pointer to ovlname */
printf("Returned to level zero, Overlay Test Done\n");
}
```

```
/* overlay LlA */
levella()
{
    printf("At Level one, Overlay LlA\n");
}
```

```
/* overlay LlB */
levellb()
{
    printf("At Level one, Overlay LlB\n");
}
```

```
/* overlay LlC */
levellc()
{
```

(Continued on page 123)

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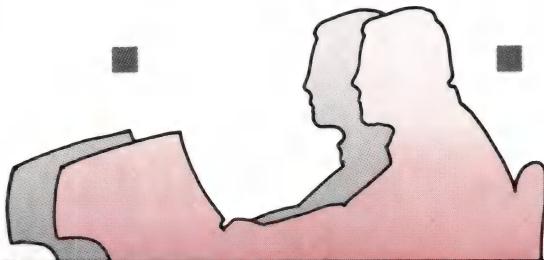
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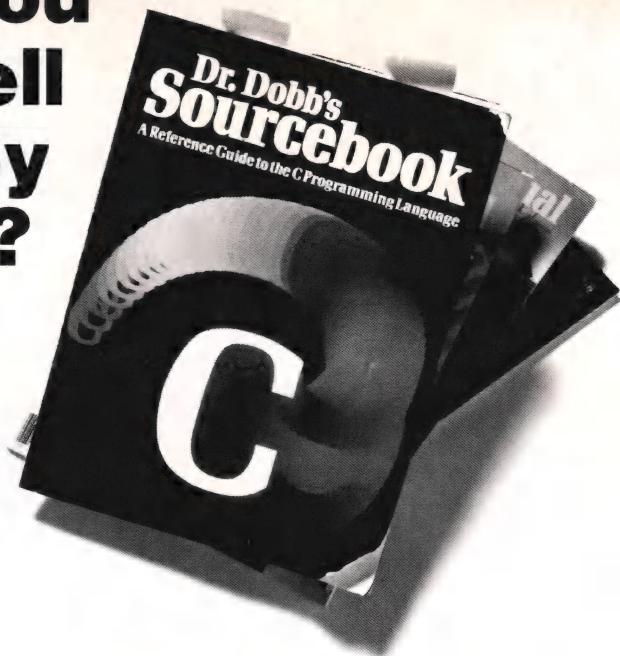
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Listing Two

```

char *ovld;
int value1, value2, sum;
ovld = "L2A ";
printf("At Level one, Overlay L1C\n");
printf("Call Level two, Overlay L2A 5 times\n");
/* Load Overlay 2A */
    value1 = 0, value2 = 9;
    while (++value1 < 6)
        { ++value2;
printf("At Level one Calling L2A, value1 = %d, value2 =
%d\n",value1,value2);
/* The pointer to the overlay name must be the last parameter */
/* The ZLKO "ovrlay" routine uses the value in the HL register */
/* -to find the overlay name but does not alter the stack */
/* The called routine must have a dummy last parameter */
    overlay(value1,value2,&ovld); }
/* Pass values and pointer to ovlname */

}
int sum;
retval(sum)
{
    printf("Back at Level one, Returned sum value1 + value2 =%d\n\n",sum);

-----
/* overlay L2A */
level2a(arg1,arg2,arg3)
    /* arg1 is value1, arg2 is value2, and arg3 is ovlname pointer */
    /* dummy arg3 is required to match overlay function call in L1C */
int arg1, arg2, arg3;
{
    printf("At Level two, Overlay L2A\n");
    printf("Received parameter value1=%d, value2=%d\n",arg1,arg2);
/* Pass sum arg1 + arg2 back to level one*/
    retval(arg1 + arg2);
}

```

End Listing Two*(Listing Three begins on page 125)*

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Vol. 1 1976 (Item #013)

The material brought together in this volume chronicles the development in 1976 of Tiny BASIC as an alternative to the "finger blistering," front-panel, machine-language programming which was then the only way to do things. This is always pertinent for the bit crunching and byte saving, language design theory, home-brew computer construction and the technical history of personal computing. Topics include: Tiny BASIC, the (very) first word on CP/M, Speech Synthesis, Floating Point Routines, Timer Routines, Building an IMSAI, and more.

Vol. 2 1977 (Item #014)

1977 found DDJ still on the forefront. These issues offer refinements of Tiny BASIC, plus then state-of-the-art utilities, the advent of PILOT for microcomputers and a great deal of material centering around the Intel 6080, including a complete operating system. Products just becoming available for reviews were the H-8, KIM-1, MITS BASIC, Poly Basic, and NIBL.

Articles are about Lawrence Livermore Lab's BASIC, Alpha Micro, String Handling, Cyphers, High Speed Interaction, I/O, Tiny Pilot & Turtle Graphics, many utilities, and even more.

Vol. 3 1978 (Item #015)

The microcomputer industry entered into its adolescence in 1978. This volume brings together the issues which began dealing with the 6502, with mass-market machines and languages to match. The authors began speaking more in terms of technique, rather than of specific implementations; because of this, they were able to continue laying the groundwork industry would

follow. These articles relate very closely to what is generally available today.

Languages covered in depth were SAM76, Pilot, Pascal, and Lisp, in addition to RAM Testers, S-100 Bus Standard Proposal, Disassemblers, Editors, and much, much more.

Vol. 4 1979 (Item #016)

This volume heralds a wider interest in telecommunications, in algorithms, and in faster, more powerful utilities and languages, innovation is still present in every page, and more attention is paid to the best ways to use the processors which have proven longevity—primarily the 8080/1280, 6502, and 6800. The subject matter is invaluable both as a learning tool and as a frequent source of reference.

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Vol. 5 1980 (Item #017)

All the ground-breaking issues from 1980 in one volume! Systems software reached a new level with the advent of CP/M, chronicled herein by Gary Kildall and others (DDJ's all-CP/M issue sold out within weeks of publication). Software portability became a subject of greater import, and DDJ published Ron Cain's immediately famous Small-C compiler—reprinted here in full. Contents include: The Evolution of CP/M, a CP/M-Flavored C Interpreter, Ron Cain's C Compiler

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Vol. 6 1981 (Item #018)

1981 saw our first all-FORTH issue (now sold out), along with continuing coverage of CP/M, small-C, telecommunications, and new languages. Dave Cortesi opened "Dr. Dobb's Clinic" in 1981, beginning one of the magazine's most popular features.

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Vol. 7 1982 (Item #019)

In 1982 we introduced several significant pieces of software, including the RED text editor and the Runic extensible compiler, and we continue to publish utility programs and useful algorithms. Two new columns, The CP/M Exchange and The 16-Bit Software Toolbox, were launched, and we devoted special issues to FORTH and telecommunications. Resident Intern Dave Cortesi supplied a year of "Clinic" columns while delivering his famous review of JRT Pascal and writing the first serious technical comparison of CP/M-86 and MS-DOS. This was also the year we began looking forward to today's generation of microprocessors and operating systems, publishing software for the Motorola 68000 and the Zilog Z8000 as well as Unix code. And in December, we looked beyond, in the provocative essay, "Fifth-generation Computers."

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Listing Three

OUTPUT FROM ZLKO TO CONSOLE DURING TEST OVERLAY CONSTRUCTION

```

->CMND(CTEST);
CMND(
CTEST)<--Command File Input
ROOT(
MAIN)
;
OVINIT,<--Implied Include List
OVRLAY,
LØ;
END;<--Searching For Required Modules

-- Building File on Disk --

Loading      (Ø:OVINIT .REL)
Loading      (Ø:OVRLAY .REL)
Loading      (Ø:LØ     .REL)
Loading from(Ø:CRUNLIB .REL)

-- Filename --
Ø:MAIN      .COM          -- File Information --
P.Base: Ø100    P.Size: ØEA7    Seg.End+1: 1182
D.Base: ØFB8    D.Size: Ø1C7
C.Base: 1182    C.Size: Ø000

SYMFIL(
CTEST)<--Creating Symbol File
;
OVL(
1,
LIA)
;
INCL(
LIA)

```

(Continued on next page)

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CP/M Exchange (Listing continued, text begins on page 114)

Listing Three

```
OLV(
1,
L1B)
;
INCL(
L1B)
;
END;<!---Searching For Required Modules
;
-- Building File on Disk ---

Loading (0:L1B .REL)
-- Filename --
0:L1B .OVL          -- File Information --
P.Base: 1182    P.Size: 000E    Seg.End+1: 11B7
D.Base: 119C    D.Size: 001B
C.Base: 11B7    C.Size: 0000

OVL(
1,
L1C)
;
INCL(
L1C)
;
END;<!---Searching For Required Modules
;
-- Building File on Disk ---

Loading (0:L1C .REL)
-- Filename --
0:L1C .OVL          -- File Information --
P.Base: 1182    P.Size: 00B2    Seg.End+1: 12F5
D.Base: 1240    D.Size: 00B5
C.Base: 12F5    C.Size: 0000

OVL(
2,
L2A)
;
INCL(
L2A)
;
END;<!---Searching For Required Modules
;
-- Building File on Disk ---

Loading (0:L2A .REL)
-- Filename --
0:L2A .OVL          -- File Information --
P.Base: 12F5    P.Size: 0045    Seg.End+1: 138C
D.Base: 1346    D.Size: 0046
C.Base: 138C    C.Size: 0000

DOVL;
--- Overlay Structure ---

Name   Number   P.Base   End     Parent
-----  -----  -----
L1A    0000    1182    11B6
L1B    0001    1182    11B6
L1C    0002    1182    12F4
L2A    0003    12F5    138B    L1C

DONE;
No Segment Under Construction</pre>
```

End Listings

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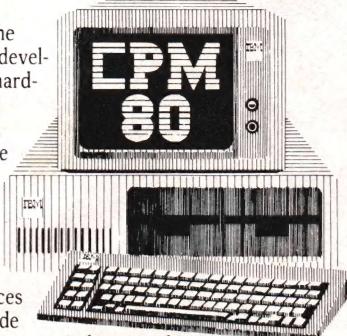
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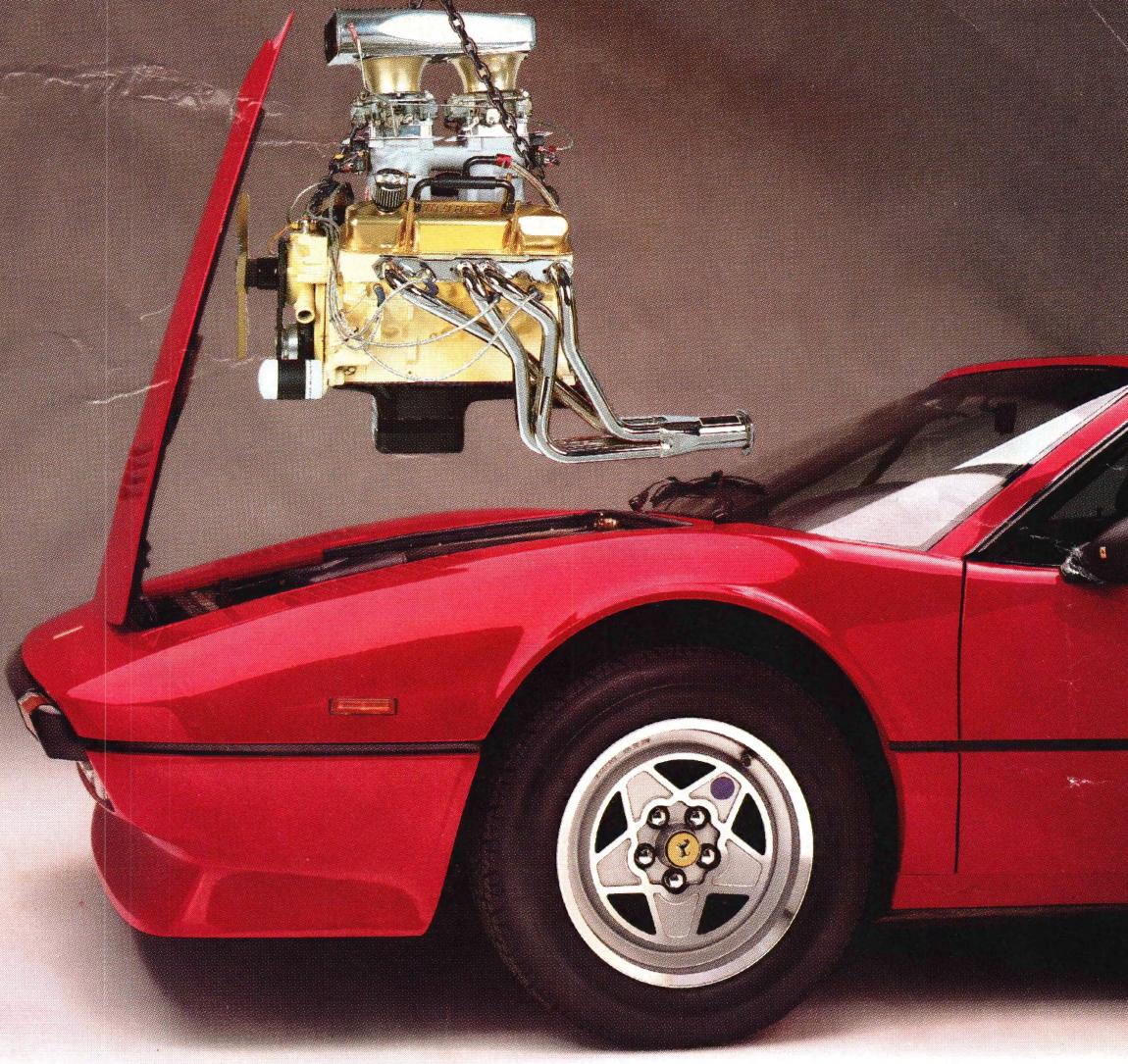
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